TAKE YOUR GAME FURTHER™ BRADYGAMES

GOD BLESS THE RING

EHRGEIZ™
OFFICIAL FIGHTER'S GUIDE



By David Cassady

SQUARESOFT®

ALL GAME SECRETS REVEALED

EHRGEIZ™
OFFICIAL FIGHTER'S GUIDE



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Welcome to the *Official Ehrgeiz Strategy Guide*. Inside you'll find tons of moves for every character, comprehensive coverage of the Quest Mode, and a complete list of secrets.

This book is separated into several sections. First, you'll find the Game Basics chapter. This section is dedicated to familiarizing yourself with the basic controls and strategies for Ehrgeiz.

Next you'll find the individual character sections. For each character, you'll find a long list of moves including basic techniques, special attacks, throws, and Just Techniques. The lists have been divided into two very different parts.

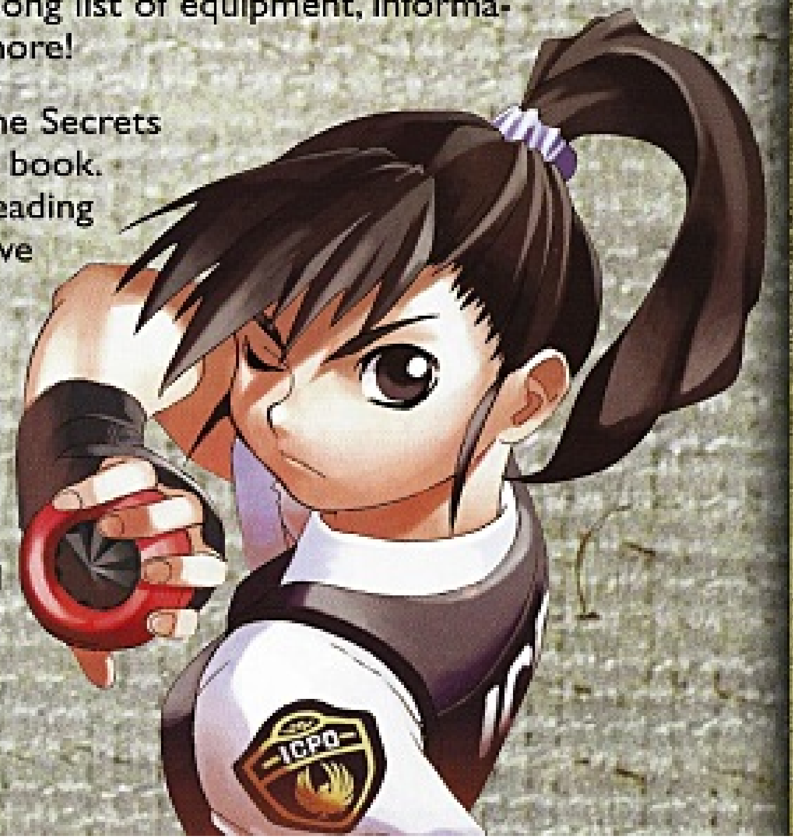
Within the first part, you'll find an easy-to-use table containing each character's moves. It lists the type of move, the button combination used to execute the move, where the move hits and how to block it, and the damage caused by each hit. The second part is comprised of a simpler list of all of the moves and how to execute them accompanied by lots of screenshots.

The next section of the book deals with the **Mini-Games**. In this section, we'll provide tips for each game that will help you play like a SquareSoft® pro.

Following that is a large section dedicated to the awesome **Ehrgeiz Quest Mode.** This contains a long list of equipment, information on Guardians, and much more!

Lastly, there's a long list of Game Secrets awaiting you at the back of the book. You may want to hold off on reading this part of the book until you've played the game a bit. Many of the secrets you should be able to unlock on your own, but we've given you detailed instructions on how to get the most out of Ehrgeiz.

I hope you enjoy this book and that it makes playing Ehrgeiz a better experience. Have fun!



Understanding the Moves

Use the following legend to help you determine the different terms and icons used in this book:
NOTE: ***These moves can also be performed by using the Analog Joystick.***

Term/Icon	What It Means
H	High Attack
L	Low Attack
G	Guard Button
S	Special Attack
J	Just Technique (similar to a pause)
+	Combine button presses
Half circle	Rotate the D-pad or Joystick 180 degrees
360 on D-pad or Joystick	Rotate the D-pad or Joystick all the way around (360 degrees)
Tap D-Pad	Tap any direction on the D-pad
Hold	Hold the button after performing the attack or while performing the attack
Step	Use the "Step" tactic (see "Vital Strategy")
Crouch	Hold G before performing move (see "Vital Strategy")
Jumping	Jump before performing move
Running	Run while performing move
Walking	Hold G and walk while performing move
Rise	While getting up after being knocked down
Link	Combine two attacks
In front of opponent/near head	Standing face to face with your opponent or near opponent's head
Left of opponent	Standing to your opponent's left
Right of opponent	Standing to your opponent's right
Behind opponent/near feet	Facing your opponent's back or near opponent's feet
On ground	Either you or your opponent on the ground
Face up	Opponent laying on his/her back
Face down	Opponent laying on his/her chest
H	Hits high on body
M	Hits middle of body
L	Hits low on body

Common Techniques

The following is a list of techniques that every character can use (unless otherwise noted). Study this list well. To truly master any character, you must first know that character's most basic controls.

> **NOTE:** ***All commands in this book refer to a specific attack rather than a button. For example, the Rotation Kick calls for a High attack rather than the Triangle button (which is the default). This is due to the customizable controls and various pre-programmed controller setups. You can view the current button configuration by pressing the Select button, during the character selection screen.***

While Jumping

Description	Commands
Rotation Kick (in air)	(In the air) H
Katana Attack (Sasuke Only)	(In the air) H
Landing Kick	(Upon landing) H

After Collapsing

Description	Commands
Back Turn Kick	(Rise) H
Low Rotation Kick	(Rise) L
Rotation Kick	(Rise) L + H
Head Spring Kick	(When head is facing enemy when you rise H + L)
Jump up	(Rise) G + S

Frontal Grab (Other Than Lee)

Description	Commands
Grasp	G + H + L
Grasp Triple Punch	(After grasp) H H H
Grasp Consecutive Punch/Kick	(After grasp) H H L
Grasp Consecutive Kick/Punch	(After grasp) L L H
Grasp Triple Kick	(After grasp) L L L

Left Grab (Other Than Lee and Sasuke)

Description	Commands
Neck Chop	(After grasp) [H]
Grappling Sweep	(After grasp) [L]



Right Grab (Other Than Lee)

Description	Commands
Crush Skull	(After grab) [H]
Grappling Sweep	(After grab) [L]

Rear Grab (Other Than Lee, Yoko, and Sasuke)

Description	Commands
Back Crush Kick	(After grab) [H]
Grappling Sweep	(After grab) [L]

Rolling Technique

Description	Commands
Mid Kick	(Press D-pad twice while pressing) [G] [H]
Low Kick	(Press D-pad twice while pressing) [G] [L]

**The Rolling Technique does not work with the Joystick.*

Attack (While Running Against Wall)

Description	Commands
Kick Wall (Whole Body)	(Running against wall) [H] (Other than Jo)
Wall Backflip	(Running against wall) [H] (Jo)
Sliding Wall Kick	(Running against wall) [H]
Wall Somersault	(Running against wall) [H] + [L]

Tackle

Description	Commands
Tackle	(While running) [H] + [L] + [G]

Techniques (After Tackle)

Description	Commands
Triple Face Punch	H H H
Consecutive Face Punch/Side Punch	H H L
Consecutive Side Punch/Face Punch	L L H
Triple Side Punch	L L L
Whirl Throw	After tackle, stay in place
Side Throw	H or L or H + L

Throws (Against Django)

Description	Commands
Power Bomb	(In front of opponent) H + L + G
Tail Giant Swing	(Behind opponent) H + L + G

Rising (Player Knocked Down)

Description	Commands
Rise In Position	G
Roll	(Press D-pad)
Jump Rise	G + S
Rise, Low Attack	H
Rise, Mid Attack	L
Head Spring	H + L (opponent near character's head)
Rotating Kick	H + L (opponent near character's feet)

Vital Strategy

Techniques and special skills are a vital part of Ehrgeiz. If you seek to master the game, you must spend some time practicing some of the following techniques.

Interrupts

Most attacks can be "interrupted," which is basically a way to counter an opponent. By interrupting an opponent's attack, you negate that attack and set up your character to pull off an easy combo. Don't get cocky just because you interrupt your opponent; he/she can also interrupt your counterattack!

To perform an Interrupt, press the Special Attack button at the moment of impact from any punch or kick. This stops the opponent's attack (negating any damage), and gives you

a brief window of opportunity to unleash your own attack. You can either pull off a quick move, or launch a damaging combo (depending on your skill level).

With this technique, you can essentially control the entire match, which is why it's crucial that you master using Interrupts. One thing to keep in mind is that not all moves can be interrupted. Any attack where a character turns red is unblockable, and thus can't be interrupted. In these cases, you must simply get out of the way or quickly hit your opponent with a faster attack before he/she makes contact.

Dizzies

If you've played many fighting games, you're most likely familiar with this concept. Hit your opponent enough times, and he/she will get "dizzy," which leaves him/her completely defenseless. By far the easiest way to dizzy an opponent is to grab him/her and follow it with three high or low attacks. Your opponent will begin to walk around in a daze with white smoke billowing from his/her head. During this brief period of dizziness, you can launch a devastating combo. You cannot dizzy someone twice in a row, so don't even bother trying!

You can become the ultimate cheese by combining dizzies with Just Techniques. Start a Just Technique and then halfway through, go for a grab followed by three quick hits to dizzy your opponent. Then follow this up with a full Just Technique. By doing so, you can get in at least half as many more hits instead of the normal number of hits for a specific attack.

Throw Techniques

There are a lot of different throws in Ehrgeiz. The type of throw your character performs is determined by which side of your opponent's body you're standing on when you grapple. In addition, the length of time you hold a button also plays a factor.

The key to throwing is to lure your enemy in close, attempt to side-step his/her attack and then sneak in the grab. By using this technique, you may be able to catch your opponent in a defenseless position. It's always best to use a dizzy combo on your opponent before using a throw, so that you can double the damage caused on your opponent. By the way, throws can be countered just like most attacks. Keep reading to find out more!



Counters

The key to countering your opponent's attacks is all in the timing. There are different types of counters. You can counter sword attacks, tackles, and ground attacks. However, keep in mind that the timing is similar on all of them. Right before the impact from an opponent's attack, you'll see a brief flash of white light. At this precise moment, you must quickly tap the Guard button. This will result in the countering of the aforementioned attacks.

When countering a sword attack, the timing is a bit different. Attempt to perform the counter just before the sword makes contact with your character. This grabs your opponent's weapon and pushes him/her to the side.

If your opponent tries to tackle your character, you can throw your opponent face first to the ground by tapping the Guard button just as his/her arms are about to wrap around your character. It's an easy way to humiliate an over-aggressive enemy, however, it doesn't cause any damage.

If your opponent does tackle you, he/she will try to flip you after three punches. At this point, you can reverse the throw by pressing the Guard button right before your opponent releases you.

Just Techniques

Just Techniques are difficult to perform due to the tricky timing, but are some of the most lethal combos in the game. The best way to describe it is to add a momentary delay to a long combo. The trick to finding the right timing is to carefully study the movements of your character. Each Just Technique is performed at a specific point during an attack. Once you find the right moment in time, you should be able to perform a Just Technique with some regularity.

When you successfully perform a Just Technique, your character will emit a blue glow from his/her fists that will enable him/her to perform an even longer attack. The timing is different on each Just Technique, so finding the right timing will often take some experimentation.

Special Attacks

Special Attacks are a quick and easy way to inflict a large amount of damage with little effort. Most Special Attacks are some sort of long distance projectile attack used to keep the enemy at bay. Other Special Attacks require that you run around the arena or right next to your opponent.

There are three effective ways to use a Special Attack: a single tap on the Special Attack button, a double tap, or press and hold the Special Attack button to perform a risky, yet high-powered, super attack. Just remember that the longer you hold down the Special Attack button, the more susceptible you are to an opponent's attack. However, the large amount of damage caused by such Super Attacks just might be worth the added danger! Keep in mind some characters cannot use all three types of Special Attacks.

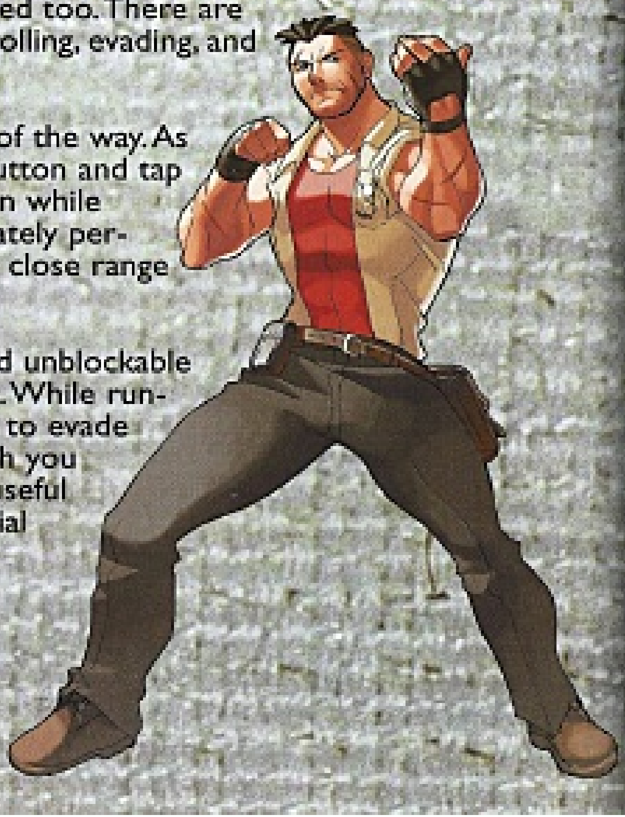
You must have energy in your Special Attack Gauge to use Special Attacks, so budget it wisely. Don't waste all of your energy at the beginning of the match by throwing a bunch of easily avoided projectiles. Instead, wait until your opponent least expects the attack and let him/her have it.

Rolling, Evading, & Blocking

Dodging isn't as simple as what you may be used too. There are three basic ways to dodge an enemy's attack: rolling, evading, and blocking.

An easy way to dodge an attack is to roll out of the way. As an attacker throws a punch, hold the Guard button and tap the D-pad in any direction. If you push a button while rolling, you'll come out of the roll and immediately perform the attack. This is a great way to counter close range attacks.

Evading enables you to avoid special moves and unblockable moves by making yourself partially transparent. While running, quickly tap and release the Guard button to evade attacks. While in this state, attacks pass through you without causing damage. This is an extremely useful tactic, because it's the only way to dodge Special Attacks and unblockable moves.



Blocking is tough to do, because the blocking mechanics are unlike any other fighting game. As long as you aren't in the process of moving or attacking, the game will automatically block any attack to the upper body. To block low attacks, you must press and hold the Guard button. Keep in mind, however, that this causes your player to assume a crouched defensive stance.

NOTE: ***You cannot block certain Special Attacks or unblockable attacks (denoted by your opponent being red) by using the Guard button.***

If your back is toward your opponent, your character will turn blue; this shows that you are currently completely defenseless. To avoid incoming attacks, quickly turn around to block, or use a roll or evasion move.

Step

To perform Step moves, you must do the following: Hold down the Guard button and then quickly tap any direction on the D-pad. Next, press either the High or Low Attack buttons, depending on the character. The timing for pressing the button must be done correctly in order for this to work. You must wait until your character "hops" from one spot to another before hitting the button.

Fighting with Boxes

If you have the Boxes option turned on in the Option menu, two boxes will appear in the arena with the fighters. These boxes can be used as weapons; when broken, they reveal power-ups and other weapons that can be used in battle.

To push a box into your opponent, simply perform a throw on the box (H + L + G). This will hurl the box at your opponent; the box will smash to pieces if it makes contact.



NOTE: *Many of the attack moves in Ehrgeiz rely upon accurate button presses and precise timing. If you can't execute a move on the first try, keep practicing the button combinations and change the timing of your button presses.*

THE MAIN CHARACTERS



Godhand

Real Name:	Ken Mishima
Age:	26
Nationality:	Japanese
Sex:	Male
Occupation:	Ex-mercenary, currently President of Mishima Construction Co.
Weapon: (Special Attack)	Arm Gun/Thunder/Grenades



An ex-mercenary of the Red Scorpion, Ken Mishima learned from within the ranks that there was a secret hidden within an ultra-ancient ruin—a secret that contained the key to immortality. He then hatched a plan to use this secret to make money.

Upon retiring from service after cutting off his right arm, Ken sold this secret information to a syndicate and received assistance to construct his own company. After receiving a new right arm, he learned that the stone embedded in the Ehrgeiz was the key to the ruin. This fueled his ambition even more.

Special Techniques

Name	Commands	Defense Decisions	Damage
Arm Jab	H	H	10
1-2 Kick	H H H	H, H, H	10, 10, 25
UD Up Combination	H H L H	H, H, L, H	10, 10, 20, 20
Mach Punch	H L H H H H H H H H H	H, M, M, H, H, H, H, H, H, H	10, 10, 10, 5, 5, 5, 5, 5, 5, 5
Rising Upper	H + L	M	22
Ogre Crash	H + L + S	Cannot guard	40
Double Upper	H + S H	M, M	15, 15
Low Kick	L	L	13
Hell Spin	L + S	L	20
Break Knuckle	L + S H	M	22
Homing Slider	L + S L	L	20
Boomerang Hook Left	L + S H L	M, M, M	15
Stomach Crash	L + S H + L	M	15
Heal Sword	G + H	M	20





Name	Commands	Defense Decisions	Damage
Turn Low Kick	G + L	L	20
Turn Low High Kick	G + L H	L, H	20, 20
Mirage Spin Kick	G + H + S L	H, L	20, 15
Shower Kick	G + L + S	M	23
Flanking Upper Left	(Half circle left) H	M	17
Flanking Upper Right	(Half circle right) H	M	17
Divide Tile	(Step) H	M	15
Divide Knuckle	(Step) H H	M, M	15, 22
Divide Spin Kick	(Step) H L	M, L	15, 15
Wind Godhand	(Step) L H	H	20
Lightning Godhand	(Step) L H + L	M	30
Abyss Spin	(Step) L L L	L, L	18, 15
Gun Straight	(Crouch) H	H	15
Bazooka Straight	(Crouch) (Hold H)	Cannot guard	27
Turn High Kick	(Rise) H	H	18
Satellite Kick	(Rise) H H + S	M	35
Low Kick	(Rise) H L	L	13
Hammer Sword	(Walking) H H	H, M	15, 15
Triple Black Hawk	(Running) H H H	H, H, M	15, 10, 15
Shoulder Tackle	(Running) H + L	M	23
Sliding Kick	(Running) L	L	10
Air Raid Kick	(Running) G + H	M	30
Turn Back Kick	(Running) G H	M	20
Meteo Press	(When above enemy) H + L	Cannot guard	30

Throw Techniques

Name	Commands	Defense Decisions	Damage
Stretch Throw	(In front of opponent) G + L + H	Throw	40
Tower Bridge	(In front of opponent) G + L + H (Hold H)	Throw	40
Neck Crash	(Left of opponent) G + L + H	Throw	40
Moon Dive	(Right of opponent) G + L + H	Throw	40
Power Arm Throw	(Behind opponent) G + L + H	Throw	40
Spinning Pile	(360 on D-pad) G + L + H	Throw	60

GODHAND

GOD BLESS THE RING EHRGEIZ

Special Attacks

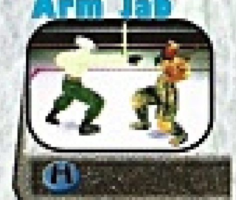
Name	Commands	Defense Decisions	Damage
Arm Gun	S	Cannot guard	20-75
Double Arm Gun	S S	Cannot guard	20-75, 20
Triple Arm Gun	(Hold S)	Cannot guard	30, 20, 20
Lay Mine	(Press D-pad any direction) S	Cannot guard	10
Rolling Mine	(Hold G and tap forward twice) S	Cannot guard	10
Grenade Toss	(Jumping) S	Cannot guard	30
Mad Bomber	(Half circle) S	Cannot guard	30
Arm Hammer	(After S gauge is empty) S	M	20

Just Techniques

Name	Commands	Defense Decisions	Damage
Final Impact	H H J H H H H H J H H J H H H G	H, H, M, M, M, H, M, H, H, H, M (Cannot guard)	10, 10, 13, 13, 8, 10, 10, 14, 12, 13, 15
Hell Spin Elbow	L+S J H	L, M	20, 15
Boomerang Hook Right	L+S L J H	M	15
Divide Step Combo	(Step) H L J H	M, L, M	15, 15, 15

Special Techniques

Arm Jab



1-2 Kick



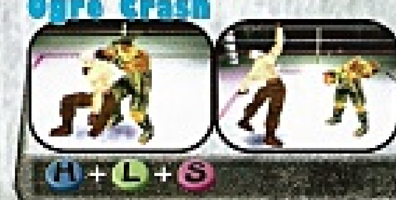
Rising Upper



UD Up Combination



Ogre Crash



Mach Punch



Double Upper







GODHAND

Low Kick

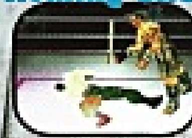
L

Hell Spin

L + S

Break Knuckle

L + S H

Homing Slider

L + S L

Boomerang Hook Left

L + S H L

Stomach Crash

L + S H + L

Heal Sword

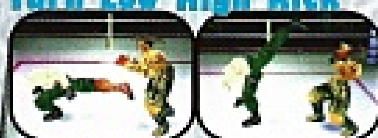
G + H

Shower Kick

G + L + S

Turn Low Kick

G + L

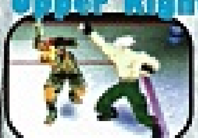
Turn Low High Kick

G + L H

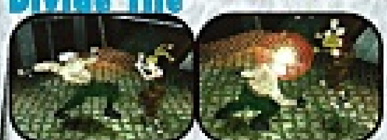
Mirage Spin Kick

G + H + S L

Flanking Upper Left

(Half circle left) H

Flanking Upper Right

(Half circle right) H

Divide Tile

(Step) H

Bazooka Straight

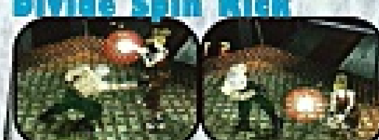
(Crouch) (Hold H)

Wind Godhand

(Step) L H

Lightning Godhand

(Step) L H + L

Divide Spin Kick

(Step) H L

Divide Knuckle

(Step) H H

Hammer Sword

(Walking) H H

Turn High Kick

(Rise) H



Gun Straight



(Crouch) H

Triple Black Hawk



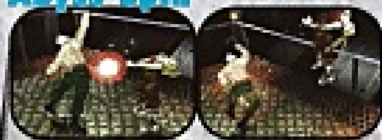
(Running) H H H

Satellite Kick



(Rise) H H + S

Abyss Spin



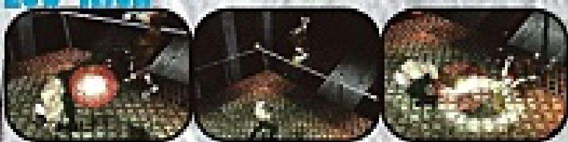
(Step) L L L

Shoulder Tackle



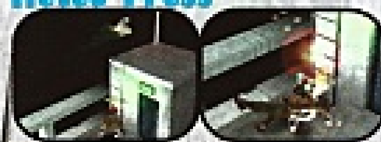
(Running) H + L

Low Kick



(Rise) H L

Meteo Press



(When above enemy) H + L

Air Raid Kick



(Running) G + H

Turn Back Kick



(Running) G H

Sliding Kick



(Running) L

Throw Techniques

Stretch Throw



(In front of opponent) G + L + H

Tower Bridge



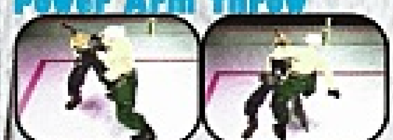
(In front of opponent) G + L + H (Hold H)

Neck Crash



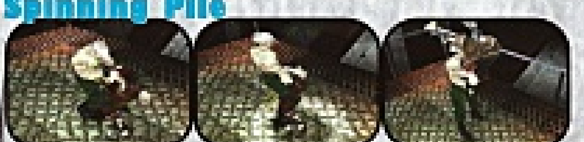
(Left of opponent) G + L + H

Power Arm Throw



(Behind opponent) G + L + H

Spinning Pile



(360 on D-pad) G + L + H

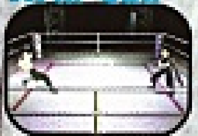
Moon Dive



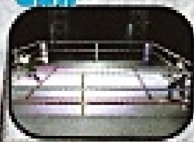
(Right of opponent) G + L + H



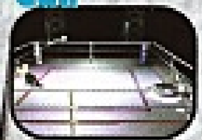
Special Attacks

Arm Gun


S

Double Arm Gun


S S

Triple Arm Gun


(Hold S)

Grenade Toss


(Jumping) S

Rolling Mine


(Hold G and tap forward twice) S

Arm Hammer


(After S gauge is gone) S

Lay Mine


(Press D-pad any direction) S

Mad Bomber


(Half circle) S

Just Techniques

Final Impact


H H J H H H H J H H J H H H G

Hell Spin Elbow


L+S J H

Boomerang Hook Right


L+S L J H

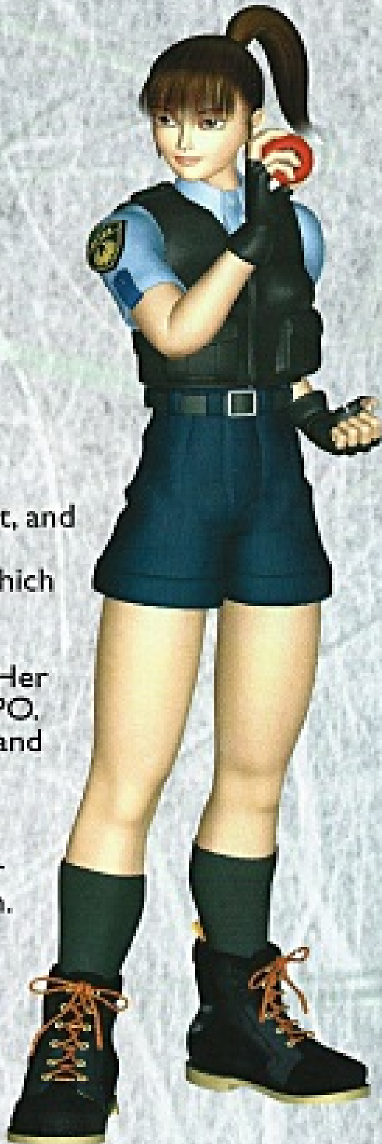
Divide Step Combo


(Step) H L J H

GODHAND

Yoyo Yoko

Real Name:	Yoko Kishibojin
Age:	17
Nationality:	Japanese
Sex:	Female
Occupation:	ICPO (Interpol) Agent
Weapon: (Special Attack)	Yo-Yo



Yoko was raised by her father, an adventurer/martial artist, and her mother, an expert in Kishibojin-Ryu Jyujutsu. Sadly, however, Yoko's parents separated when she was 10, at which time her mother gained full custody of her.

Yoko, however, is not your ordinary high school student. Her unmatched talents in Jyujutsu were discovered by the ICPO. Because of this, she gets to participate in their hand-to-hand combat research team.

Then one day she received a letter from her father, who was thought to have been missing. In the letter, her father requested that she acquire Ehrgeiz, the legendary weapon. At the same time, Yoko was asked to enter the Ehrgeiz tournament by the ICPO to investigate all the suspicious activities surrounding it.

Special Techniques

Name	Commands	Defense Decisions	Damage
Quick Jab	H	H	10
Cat Scratch	H H H	H, H, H	10, 10, 24
Cat's Tail	H H L	H, H, L	10, 10, 18
Sleeping Cat	H L	H, L	10, 20
Slap Dragon	H S	H	10
Breaking Up	H S H H H H	H, H, H, H, H	10, 10, 10, 10, 10
Full Moon	H + L	M	24
Snap Dragon	H + S	M	15
Low Kick	L	L	10
Flanker	L H	L, H	10, 16
High Tide	L L H	L, L, M	10, 14, 20





Name	Commands	Defense Decisions	Damage
Low Tide	L L L	L, L, L	10, 14, 17
Spinning Orchid	L L S	L, L, M	10, 10, 18
Welcome Home	L + S	M	None
Dinner Maker	L + S H	M, H	10
Can't Touch This!	L + S H + L	M, None	None
Half Moon	G + H	M	14
Shadow Moon	G + L	L	18
Jacob's Ladder	G + L H H H H	L, M, M, M, M	18, 18, 15, 12, 10
Hop Kick	G + H + S	M	15
Inverted Moon	G + L + S	M	22
Spiral Kick	(Half circle) H	H	18
Crescent Moon	(Step) H	M	18
Heel Hook	(Step) L H	M	20
Whip Kick	(Step) L L	L	22
Neck Slicer	(Step) L H + L	M	22
Neck Slicer Left	(Step) L H L	H	22
Neck Slicer Right	(Step) L L H	H	22
Hungry Hawk	(Crouch) H	M, H	10, 12
Sickle	(Rise) H	M	18
Jack Knife	(Rise) H + S	M	15
Highway to Heaven	(Rise) H + S (Hold S)	Cannot guard	35
Nose Gunner	(Rise) G + H	M	18
Tail Gunner	(Walking) H H H H H H	M, M, M, M, M, M	15, 5, 5, 5, 5, 5
Double Round-a-Bout	(Running) H L	H, L	12, 10
Triple Cyclone	(Running) H H H	H, H, H	12, 12, 12
Running Dive	(Running) H + L	M	20
Sliding	(Running) L	L	10
Half Moon	(Running) G + H	M	18
Reverse Full Moon	(Running) G H	M	20
Moonsault	(When above enemy) H + L	Cannot guard	20 (Forward); 30 (Backwards)

Throw Techniques

Name	Commands	Defense Decisions	Damage
Flip Dislocator	(In front of opponent) G + L + H	Throw	40
Side Dislocator	(In front of opponent) G + L + H (Hold L)	Throw	40

YOYO YOKO

Name	Commands	Defense Decisions	Damage
Base Closeline	(Left of opponent) G + L + H	Throw	50
Neck Drop	(Left of opponent) G + L + H (Hold H or L)	Throw	35
Flip Toss	(Right of opponent) G + L + H	Throw	30
Evil Wheel	(Behind opponent) G + L + H	Throw	40
Slapping Neck Cracker	(360 on D-pad) G + L + H	Throw	60
Overthrow Left	(Counter Move/Opponent attacks with left arm) H + L + S	Throw	22
Overthrow Right	(Counter Move/Opponent attacks with Right Arm) H + L + S	Throw	22
Spinal Breaker	(Counter Move/Opponent attacks with Left Leg) H + L + S	Throw	22
Pelvic Crusher	(Counter Move/Opponent attacks with Right Leg) H + L + S	Throw	22

Special Attacks

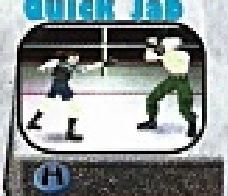
Name	Commands	Defense Decisions	Damage
Yo-Yo Catch	S	Cannot guard	4~20
Yo-Yo Trap	(Hold S) (Cancel with S)	Cannot guard	30
Mad Dog Walk	(Hold L) S	Cannot guard	20~75
Crazy Marbles	(Jumping) S	Cannot guard	20
Around the World	(Half circle) S	Cannot guard	20
Slap Dragon	(When S gauge is empty) S	H	10

Just Techniques

Name	Commands	Defense Decisions	Damage
Burning Rage	H H J L H H J H H H H H J L L	H, H, L, M, M, H, H, H, M, M, M, L, L	10, 10, 10, 10, 10, 10, 7, 7, 12, 10, 10, 10, 22

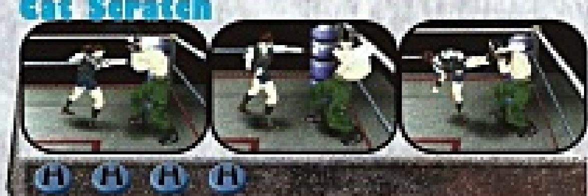
Special Techniques

Quick Jab



H

Cat Scratch



H H H H

Cat's Tail



H H L





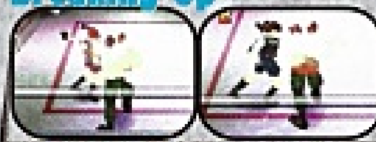
YOYO YOKO

Sleeping Cat


H + L

Slap Dragon


H S

Breaking Up


H S H H H H

Full Moon


H + L

Snap Dragon


H + S

Low Kick


L

Welcome Home


L + S

High Tide

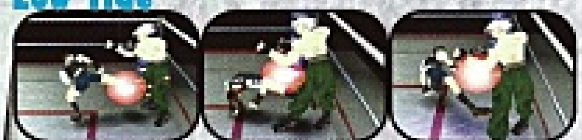

L L H

Dinner Maker

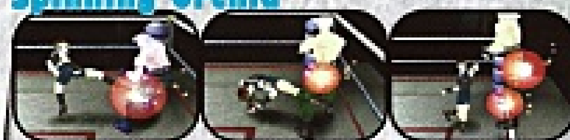

L + S H

Flanker


L H

Low Tide


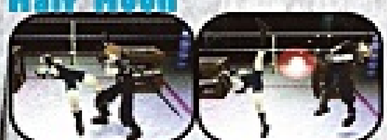
L L L

Spinning Orchid


L L S

Can't Touch This!


L + S H + L

Half Moon


G + H

Inverted Moon


G + L + S

Jacob's Ladder


G + L H H H H

Hop Kick


G + H + S

Shadow Moon


G + L

Spiral Kick


(Half circle) H

Crescent Moon


(Step) H

Heel Hook


(Step) L H

Whip Kick


(Step) L L

Neck Slicer


(Step) L H + L

Neck Slicer Left


(Step) L H L

Neck Slicer Right


(Step) L L H

Hungry Hawk



(Crouch) H

Sickle



(Rise) H

Jackknife



(Rise) H + S

Nose Gunner



(Rise) G + H

Running Dive



(Running) H + L

Highway to Heaven



(Rise) H + S (Hold S)

Double Round-a-Bout



(Running) H L

Triple Cyclone



(Running) H H H

Sliding



(Running) L

Tail Gunner



(Walking) H H H H H H

Half Moon



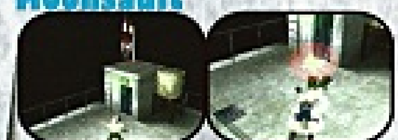
(Running) G + H

Reverse Full Moon



(Running) G H

Moonsault



(When above enemy) H + L

Throw Techniques

Flip Dislocater



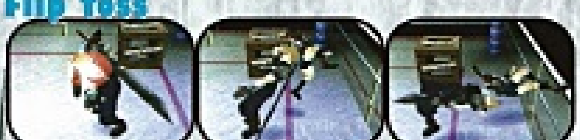
(In front of opponent) G + L + H

Base Closeline



(Left of opponent) G + L + H

Flip Toss



(Right of opponent) G + L + H

Evil Wheel

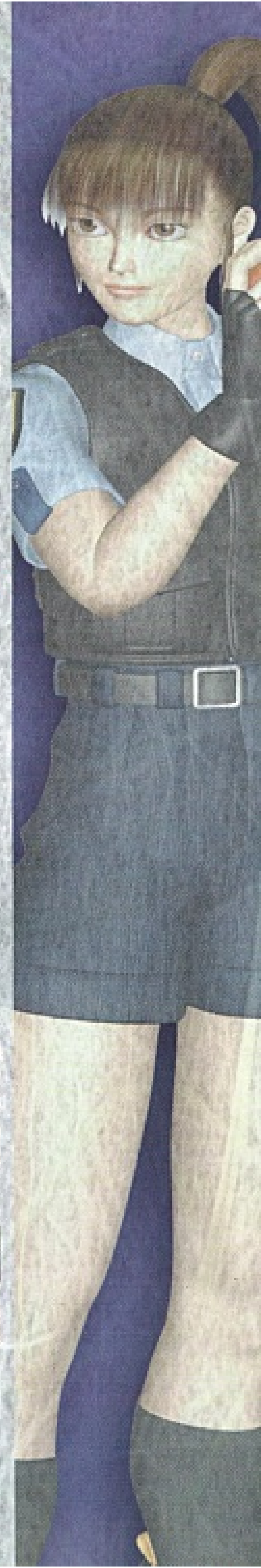


(Behind opponent) G + L + H

Slapping Neck Cracker



(360 on D-pad) G + L + H



YOYO YOKO



Side Dislocator



(In front of opponent) G + L + H (Hold L)

Neck Drop



(Left of opponent) G + L + H (Hold H or L)

Overthrow Left



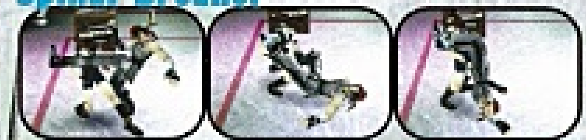
(Counter Move/Opponent attacks with Left Arm) H + L + S

Overthrow Right



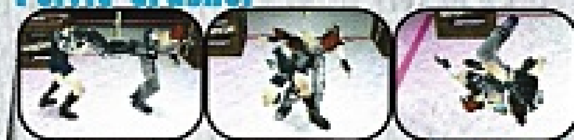
(Counter Move/Opponent attacks with Right Arm) H + L + S

Spinal Breaker



(Counter Move/Opponent attacks with Left Leg) H + L + S

Pelvic Crusher



(Counter Move/Opponent attacks with Right Leg) H + L + S

Special Attacks

Yo-Yo Catch



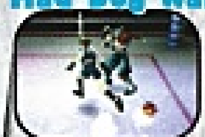
S

Yo-Yo Trap



(Hold S)

Mad Dog Walk



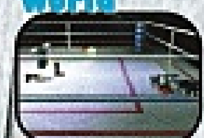
(Hold L) S

Crazy Marbles



(Jumping) S

Around the World



(Half circle) S

Slap Dragon



(When S gauge is empty) S

Just Techniques

Burning Rage



H H J L H H J H H H H H J L L

Prince Doza

Age:	29
Nationality:	British
Sex:	Hale
Occupation:	Kickboxer
Weapon: (Special Attack)	Rocket Punch



"Anyone who stands in my way will be defeated!" is the Prince's motto. Although he constantly seeks out powerful opponents, he has no equal in the sport of kickboxing. After dominating hand-to-hand combat, Doza became bored and sought additional challenges.

In the midst of his unrest, he learned about the Ehrgeiz tournament: A tournament in which weapons, psychic powers, and projectile weapons are all fair game. Doza became determined to test his strength and abilities in this tournament.

Although he possesses no interest in the Ehrgeiz sword or the mysteries behind the ancient ruins, Prince Doza's fighting spirit has intensified in the wake of fighting new and more powerful opponents.

Special Techniques

Name	Commands	Defense Decisions	Damage
Jab	H (Link to A)	H	10
Double Jab	H H (Link to A)	H, H	10, 10
Scissor Crush Combo	H H L H	H, H, L, H	10, 10, 11, 20
Scissor Combo	H H L L	H, H, L, L	10, 10, 11, 15
Bone Crush Combo	H H H L H	H, H, M, L, H	10, 10, 15, 10, 20
Bone Break Combo	H H H L L	H, H, M, L, L	10, 10, 15, 10, 15
Body Break Crush	H H H H L H	H, H, M, M, L, H	10, 10, 15, 15, 10, 20
Body Break Shot	H H H H L L	H, H, M, M, L, L	10, 10, 15, 15, 10, 15
Break Combo	H L H	H, L, H	10, 11, 20





PRINCE DOZA

Name	Commands	Defense Decisions	Damage
Crush Combo	H L L	H, L, L	10, 11, 15
Half Killing	H G+H H	H, M, H	10, 14, 23
Jumping Knee	H+L	M	25
Hurricane Straight	H+L+S	H	30
Hammer Knuckle	H+S	M	22
Low Kick	L	L	11, 16
Scissor Kick	L H	L, H	11, 20
Double Low Kick	L L	L, L	11, 15
Break Straight	G+H	M	20
Hurricane Low Kick	G+L	L	15
Super Axe Kick	G+L+S	M	30
Sky Kick	G+H+S	M	15
Right Side Step Elbow	(Half circle left) H	M	20
Left Side Step Elbow	(Half circle right) H	M	20
High Spin Kick	(360 on D-pad) H	M	18
Hurricane Spin Kick	(360 on D-pad) H H H H H	M, M, M, M, M	18, 18, 18, 18, 18
Left Boomerang Hook	(Crouch, sway left) G+H	M	17
Left Boomerang Upper	(Crouch, sway left) G+H H	M, M	17, 21
Right Boomerang Hook	(Crouch, sway right) G+H	M	15
Little Wing	(Crouch, sway right) G+H H	M, H	15, 23
Crush Boomerang	(Crouch, sway right) G+H G+H (Link to B or C)	M, M	15, 12
Crush Hook	(Step) L H	M	20
Low Boomerang Hook	(Step) L L	L	18
Knee Attack	(Crouch) H	M	13
Triple Knee Attack	(Crouch) H H H	M, M, M	13, 15, 20
Rocket Upper	(Rise) H	M	20
Finish Upper	(Rise) (Hold H)	Cannot guard	34
Drill Kick	(Rise) G+H	M	18
High Kick Shot	(Walking) H	H	23
Death Hammer One	(Running) H	H	18
Triple Death Hammer	(Running) H H H H	H, M, M, H	18, 15, 15, 18
Cross Attack	(Running) H+L	M	20
Sliding	(Running) L	L	10
Back Turn Kick	(Running) G H	M	20
Flying Body Attack	(When above enemy) H+L	Cannot guard	20 (Backwards); 30

Throw Techniques

Name	Commands	Defense Decisions	Damage
Knee Break	(In front of opponent) G + L + H	Throw	40
Arm Lock Hold	(In front of opponent) G + L + H (Hold H or L)	Throw	40
Arm Lock Elbow Crush	(Left of opponent) G + L + H	Throw	40
Arm Lock Scissor Break	(Right of opponent) G + L + H	Throw	40
Back Rolling Crush	(Behind opponent) G + L + H	Throw	40
Knee Break One	(360 on D-pad) G + L + H	Throw	20
Knee Break Two	(After Knee Break One) G	Throw	20, 20
Too High	(After Knee Break Two) G	Throw	20, 20, 16

Special Attacks

Name	Commands	Defense Decisions	Damage
Death Fire	S	Cannot guard	20~75
Desperate Fire	(Hold S)	Cannot guard	30, 30
Loose Boot	(After S gauge is empty) S	Middle	21

Just Techniques

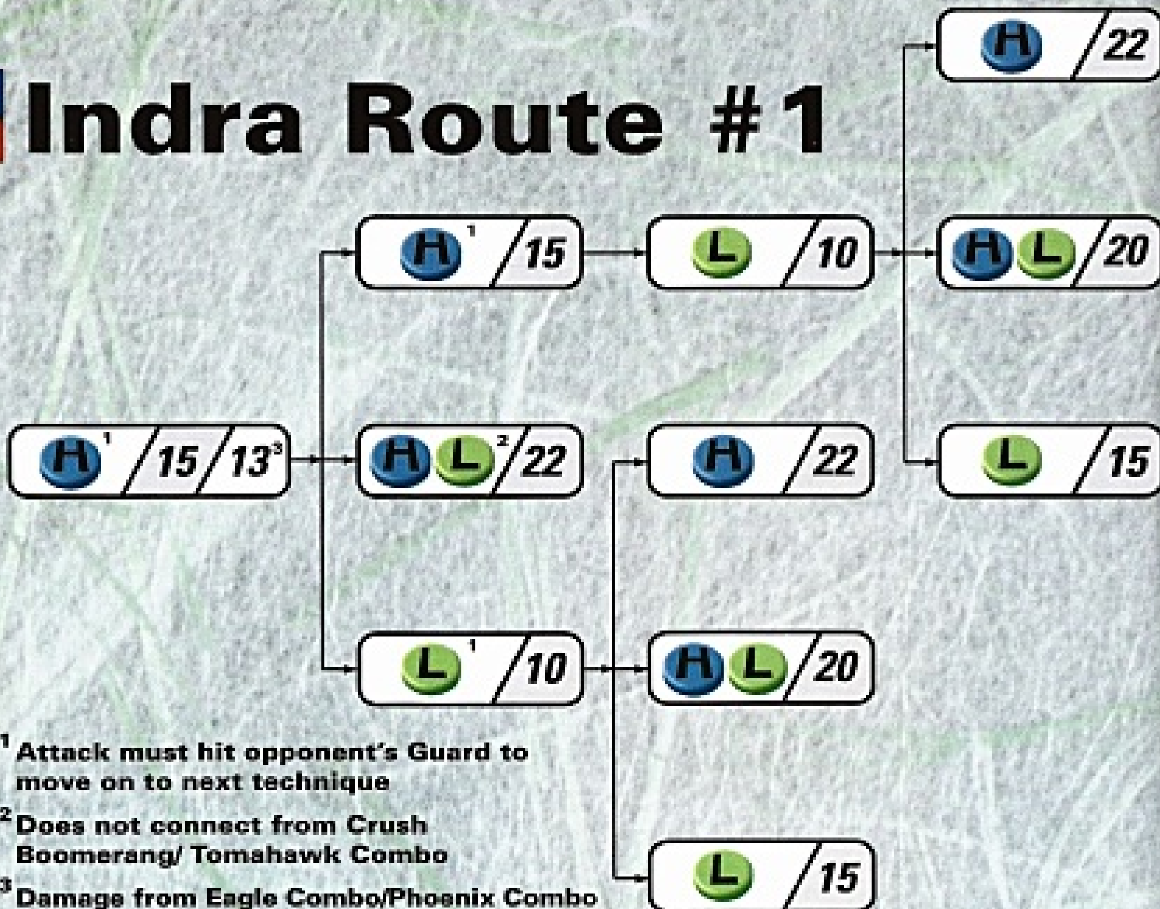
Name	Commands	Defense Decisions	Damage
Hurricane Combo	H H J H (Link to C)	H, H, M	10, 10, 12
Snake Killer	H H J H H L	H, H, M, M, L	10, 10, 12, 13, 10
Eagle Combo	H H J H H G + H (Link to B or C)	H, H, M, M, M	10, 10, 12, 13, 17
Bear Fang	H H J H H H H	H, H, M, M, H, H	10, 10, 12, 13, 15, 23
Bear Claw	H H J H H H L L	H, H, M, M, H, L, L	10, 10, 12, 13, 15, 10, 15
Praise a God	H H J H H H L H H H H	H, H, M, M, H, L, M, M, M, M	10, 10, 12, 13, 15, 10, 15, 15, 20, 30
A Sidewinder Combo	L J H (Link to C)	L, H	11, 10
A Swallow Combo	L J H H (Link to C)	L, H, H	11, 10, 10
A Phoenix Combo	L J H H H (Link to B or C)	L, H, H, H	11, 10, 10, 15
A Tomahawk Pinpoints	L J H H G + H H	L, H, H, M, L	11, 10, 10, 20, 23
A Tomahawk Combo	L J H H G + H G + H (Link to B or C)	L, H, H, M, H	11, 10, 10, 20, 12

*Link refers to linking two combinations together. For example, Double Jab can be linked to the Sidewinder Combo, which can be linked to Indra Route #2.





B Indra Route #1

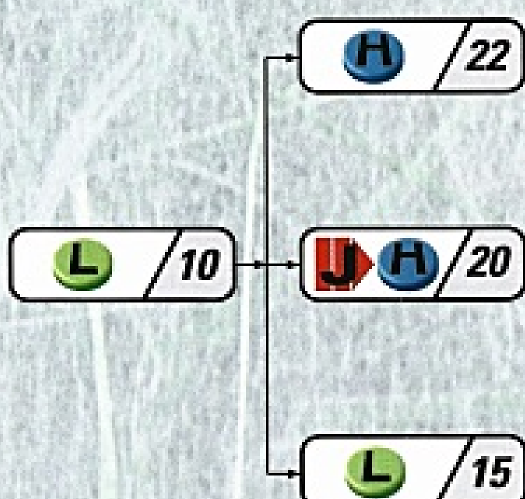


[1] Attack must hit opponent's Guard to move on to next technique

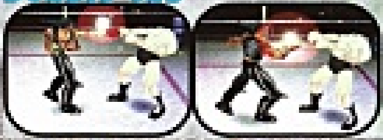
[2] Does not connect from Crush Boomerang/ Tomahawk Combo

[3] Damage from Eagle Combo/Phoenix Combo

C Indra Route #2



Special Techniques

Double Jab

H H (Link to A)

Scissor Crush Combo

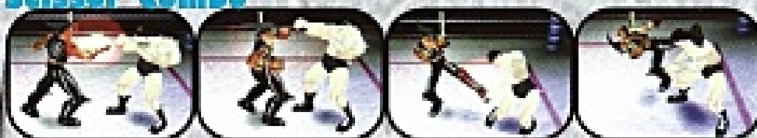
H H L H

Jab

H (Link to A)

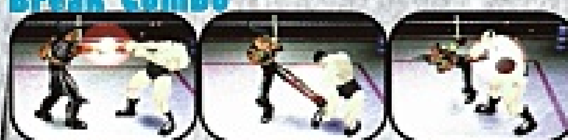
Bone Crush Combo

H H H L H

Scissor Combo

H H L L

Bone Break Combo

H H H L L

Break Combo

H L H

Body Break Crush

H H H H L H

Body Break Shot

H H H H L L

Crush Combo

H L L

Half Killing

H G+H H

Jumping Knee

H+L

Break Straight

G+H

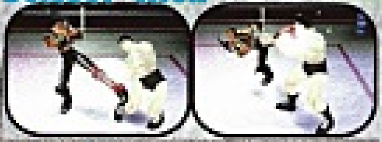
Hammer Knuckle

H+S

Low Kick

L



Scissor Kick

(L) (H)

Double Low Kick

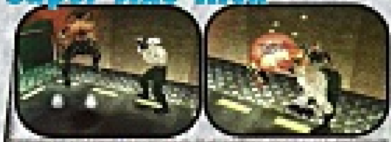
(L) (L)

Hurricane Straight

(H) + (L) + (S)

Hurricane Low Kick

(G) + (L)

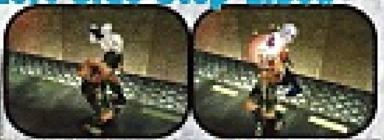
Super Axe Kick

(G) + (L) + (S)

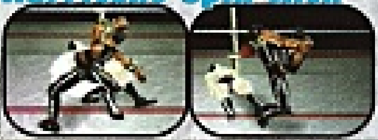
Right Side Step Elbow

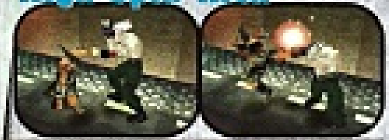
(Half circle left) (H)

Sky Kick

(G) + (H) + (S)

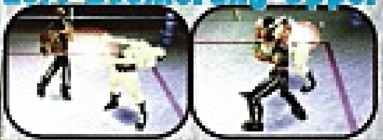
Left Side Step Elbow

(Half circle right) (H)

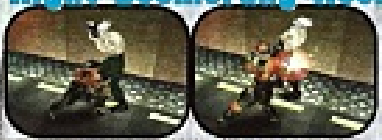
Hurricane Spin Kick

(360 on D-pad) (H) (H) (H) (H) (H)

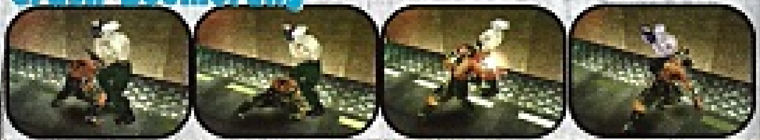
High Spin Kick

(360 on D-pad) (H)

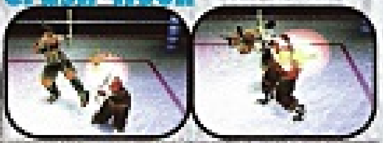
Left Boomerang Hook

(Crouch, sway left) (G) + (H)

Left Boomerang Upper

(Crouch, sway left) (G) + (H) (H)

Right Boomerang Hook

(Crouch, sway right) (G) + (H)

Crush Boomerang

(Crouch, sway right) (G) + (H) (G) + (H) (Link to B or C)

Crush Hook

(Step) (L) (H)

Low Boomerang Hook

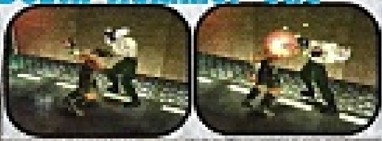
(Step) (L) (L)

Knee Attack

(Crouch) (H)

Triple Knee Attack

(Crouch) (H) (H) (H)

Death Hammer One

(Running) (H)

Drill Kick

(Rise) (G) + (H)

High Kick Shot

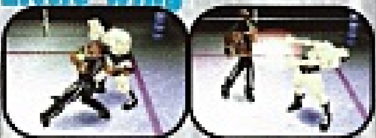
(Walking) (H)

Finish Upper

(Rise) (Hold (H))

Rocket Upper

(Rise) (H)

Little Wing

(Crouch, sway right) (G) + (H) (H)



PRINCE DOZA

Cross Attack

(Running) H + L

Sliding

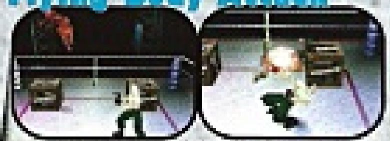
(Running) L

Triple Death Hammer

(Running) H H H H

Back Turn Kick

(Running) G H

Flying Body Attack

(When above enemy) H + L

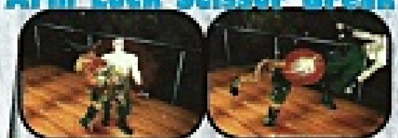
Throw Techniques

Knee Break

(In front of opponent) G + L + H

Arm Lock Hold

(In front of opponent) G + L + H (Hold H or L)

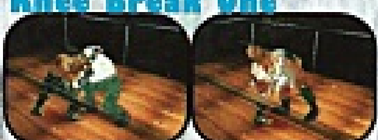
Arm Lock Scissor Break

(Right of opponent) G + L + H

Back Rolling Crush

(Behind opponent) G + L + H

Arm Lock Elbow Crush

(Left of opponent) G + L + H

Knee Break One

(360 on D-pad) G + L + H

Knee Break Two

(After Knee Break One) G

Toe High

(After Knee Break Two) G

Special Attacks

Death Fire

S

Desperate Fire

(Hold S)

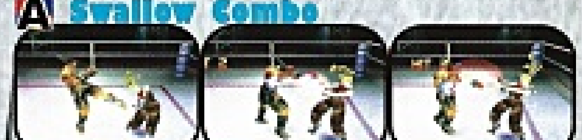
Loose Boot

(After S gauge is empty) S

Just Techniques

Hurricane Combo

H H J H (Link to C)

A Swallow Combo

L J H H (Link to C)



PRINCE DOZA



Snake Killer



H H J H H L

Eagle Combo



H H J H H G+H (Link to B or C)

Bear Fang



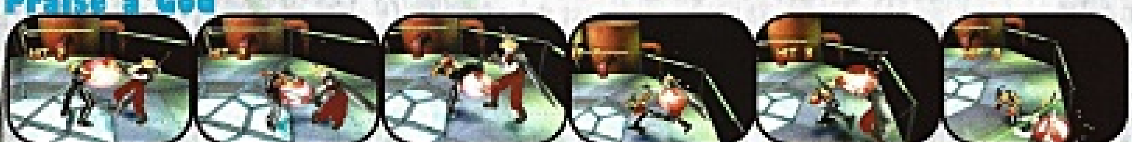
H H J H H H H

Bear Claw



H H J H H H L L

Praise a God



H H J H H H L H H H H

A Sidewinder Combo



L J H (Link to C)

A Phoenix Combo



L J H H H (Link to B or C)

A Tomahawk Pinpoints



L J H H G+H H

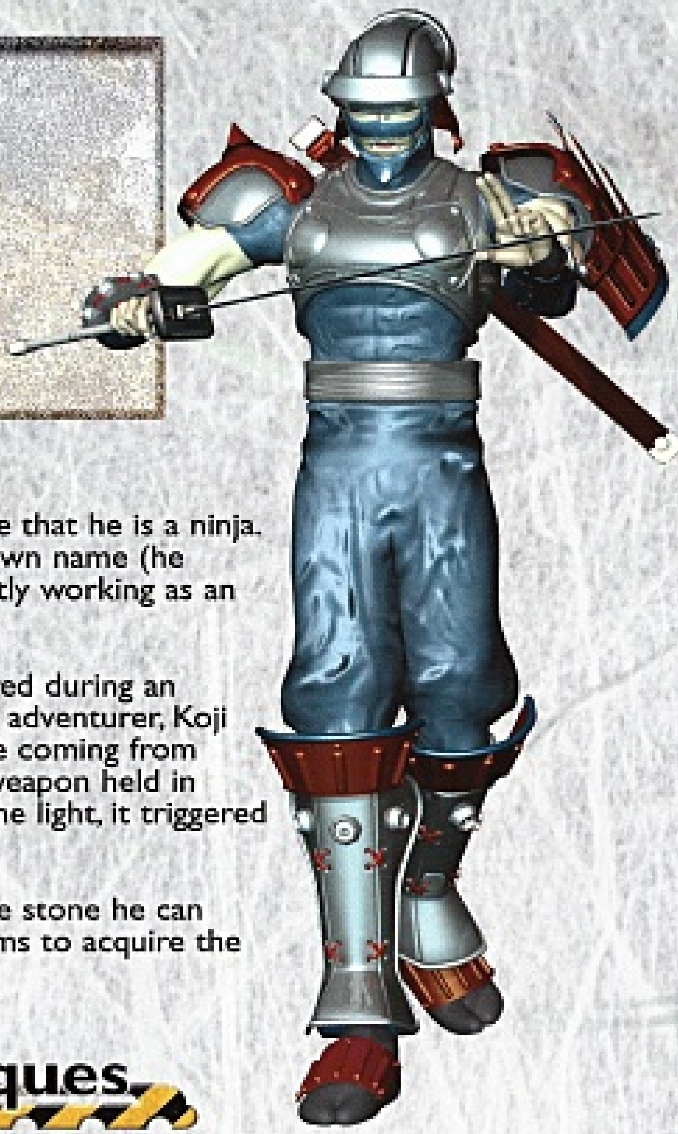
A Tomahawk Combo



L J H H G+H G+H (Link to B or C)

Sasuke

Age:	Unknown
Nationality:	Japanese
Sex:	Male
Occupation:	Future Ninja
Weapon: (Special Attack)	Shuriken/Katana



It is evident from Sasuke's appearance that he is a ninja. Although he doesn't remember his own name (he apparently has amnesia), he is currently working as an agent for the Red Scorpion.

However, something dramatic occurred during an attempted mission to assassinate the adventurer, Koji Masuda. Sasuke noticed a light source coming from the stone embedded in the broken weapon held in Koji's hands. When Sasuke touched the light, it triggered pieces of his memory to return.

Now with the belief that if he has the stone he can recover his lost memories, Sasuke aims to acquire the legendary weapon, Ehrgeiz.

Special Techniques

Name	Commands	Defense Decisions	Damage
Ninja Jab	H	H	10
One-Two Slash	H H H	H, M, Katana	10, 10, 15
Ninja Rush	H H L	H, H, L	10, 10, 20
Ninja Sword Rush	H H H L H	H, H, Katana, L, Katana	10, 10, 15, 14, 20
Back Flip	H+L	M	15
Rising Back Flip	H+L H+L	M, M	15, 10
Rising Back Flip to Slash	H+L H+L H	M, M, Katana	15, 10, 20
Overhead Slash	H+S	Katana	25
Cutting Rage	H+S H	Katana, Katana	25, 15
Shin Cutter	L	L	10
Somersault Rush	L H H	L, M, M	10, 20, 26





SASUKE

Name	Commands	Defense Decisions	Damage
Bamboo Slash	L + S	Katana	20
Bamboo Burial	L + S L	Katana, Katana	20, 15
Slash Kick	G + H	M	18
Tsunami Kick	G + L	L	15
Tsunami Shock	G + L H	L, M	15, 20
Hop Kick	G + H + S	M	15
Flip Slash	G + L + S	Katana	18
Crescent Upper Left	(Half circle left) H	M	17
Crescent Upper Right	(Half circle right) H	M	17
Fire Wheel	(360 on D-pad) H or L (S jumps)	(Katana) H	5(x12)
Gut Killer	(Step) H	M	18
Shinobi Cannon	(Step) L H	M	25
Shinobi Sweep	(Step) L L	L	20
Ninja Deception	(Step) L L H	L, M	20, 20
Shinobi Kick	(Step) (Release G) H + L	M	25
Shadow Slasher	(Crouch) H H H	M, M, M	15, 15, 30
Rounder	(Crouch) L	L	15
Shadow Moon	(Rise) H	Katana	25
Gap Strike	(Walking) H	M	12
Low Thrust Kick	(Walking) L	L	10
Spinning Demon	(Walking) L L	L, L	10, 14
Triple Slash	(Running) H H H	M, M, M	15, 15, 20
Sunrise	(Running) H + L	M	26
Sliding	(Running) L	L	10
Air Thrust	(Running) G H	M	30
Moonsault	(When above enemy) H + L	Cannot guard	30

Throw Techniques

Name	Commands	Defense Decisions	Damage
Doormat	(In front of opponent) G + L + H	Throw	40
Flip Back Drop	(In front of opponent) G + L + H H, or (Hold L)	Throw	40
Double Back Drop	(After Flip Back Drop) G	Throw	40, 10
Assassination	(After Double Back Drop) G	Throw	40, 10, 10
Blood Dance	(Left of opponent) G + L + H	Throw	20
Leg Stretch	(Right of opponent) G + L + H	Throw	40
Meteor Toss	(Behind opponent) G + L + H	Throw	40

Name	Commands	Defense Decisions	Damage
Lightning Drop	(360 on D-pad) G + L + H	Throw	60

Special Attacks

Name	Commands	Defense Decisions	Damage
Shooting Star	S	Cannot guard	20~75
Heaven Star	(Hold) S H	Cannot guard	20~75
Caltrops	(Hold) S L	Hits with motion	None
Super Star	(Hold) S	Cannot guard	30, 30, 30
Star to Roll	Press D-pad, S	Cannot guard	20
Ninja Bomb	(Jumping) S	H	None
Quick Slash	(After S gauge is empty) S	Katana	15
Decoy	H + L + S (Counter Attack)	M	35
Nap	(When S gauge is empty) H + L + S (recovers S gauge)	Throw	None

Just Techniques

Name	Commands	Defense Decisions	Damage
Sweeping Earth Slash	During H + S J L	M	20
Kagehisa	H H H (in between) J H	H, H, M	10, 10, 25
Ninja Juggle	(Hold H) J H H H H J L	H, M, M, M, M, M	10, 20, 6, 11, 11, 16, 30

*The "**Katana**" in the Defense Decisions column is a Katana attack. It is not possible to guard, however, drawing a sword and interrupting are possible with the Katana attacks.

Special Techniques

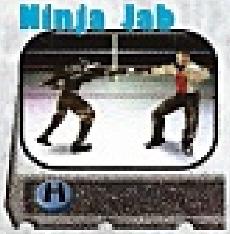
One-Two Slash



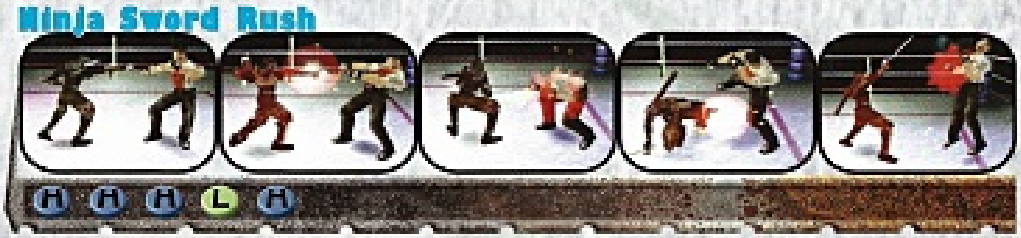
Ninja Rush



Ninja Jab



Ninja Sword Rush





SASUKE



Back Flip

H + L

Rising Back Flip

H + L H + L

Rising Back Flip to Slash

H + L H + L H

Overhead Slash

H + S

Cutting Rage

H + S H

Shin Cutter

L

Bamboo Slash

L + S

Somersault Rush

L H H

Bamboo Burial

L + S L

Slash Kick

G + H

Tsunami Kick

G + L

Tsunami Shock

G + L H

Hop Kick

G + H + S

Flip Slash

G + L + S

Crescent Upper Left

(Half circle left) H

Crescent Upper Right

(Half circle right) H

Fire Wheel

(360 on D-pad) H or L (S jumps)

Gut Killer

(Step) H

Shinobi Cannon

(Step) L H

Shinobi Sweep

(Step) L L

Ninja Deception

(Step) L L H

Shinobi Kick

(Step) (Release G) H + L

Shadow Slasher

(Crouch) H H H

Rounder

(Crouch) L

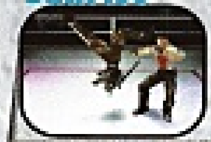
GOD BLESS THE RING EHRGEIZ

Triple Slash



(Running) (H) (H) (H)

Sunrise



(Running) (H) + (L)

Sliding



(Running) (L)

Air Thrust



(Running) (G) (H)

Moonsault



(When above enemy) (H) + (L)

Shadow Moon



(Rise) (H)

Gap Strike



(Walking) (H)

Low Thrust Kick



(Walking) (L)

Spinning Demon



(Walking) (L) (L)

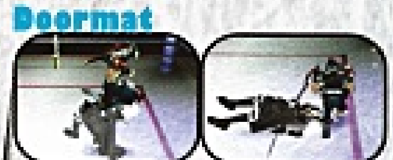
Throw Techniques

Flip Backdrop



(In front of opponent) (G) + (L) + (H) (H), or (Hold) (L)

Doormat



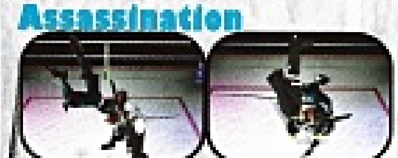
(In front of opponent) (G) + (L) + (H)

Double Back Drop



(After Back Drop) (G)

Assassination



(After Double Back Drop) (G) (G)

Blood Dance



(Left of opponent) (G) + (L) + (H)

Leg Stretch



(Right of opponent) (G) + (L) + (H)

Meteor Toss



(Behind opponent) (G) + (L) + (H)

Lightning Drop



(360 on D-pad) (G) + (L) + (H)



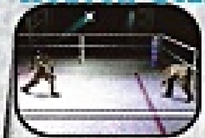


SASUKE

Special Attacks

Shooting Star

(S)

Heaven Star

(Hold) (S) (H)

Caltrops

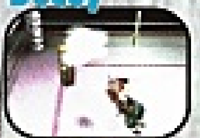
(Hold) (S) (L)

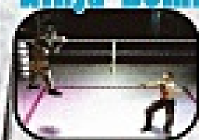
Super Star

(Hold) (S)

Star to Roll

(Press D-pad) (S)

Decoy

(H) + (L) + (S) (Counter Attack)

Ninja Bomb

(Jumping) (S)

Quick Slash

(After (S) gauge is empty) (S)

Nap

(When (S) gauge is empty) (H) + (L) + (S)

Just Techniques

Sweeping Earth Slash

During (H) + (S) (J) (L)

Kagehisa

(H) (H) (H) (in between) (J) (H)

Ninja Juggle

(Hold) (H) (J) (H) (H) (H) (H) (J) (L)

Lee Shuwen

Age:	About 47 (for now)
Nationality:	Chinese
Sex:	Male
Occupation:	Self-Defense Assassin
Weapon: (Special Attack)	Nagayari



Known as the master of lethal kenpo, Lee Shuwen possesses the power and technique to kill his opponent in a single strike. The founder of Hakkyoku-Ken, Lee was poisoned to death; however, he was brought back to life by a legendary drug found in the tomb of the first emperor. Not only did this drug bring him back to life, it also made him younger as time went on.

This drug, however, could prove to be deadly for Lee because there's no way to stop the reverse aging process. In an attempt to cease the effects of the drug, he embarks on a journey to acquire a true drug of immortality. On this journey, he hopes to uncover the mystery behind the legendary ancient ruin.

Special Techniques

Name	Commands	Defense Decisions	Damage
Straight Knuckle	(H)	H	10
Hellstorm	(H) (H) (H) (H)	H, M, M, M	10, 15, 18, 23
ACL Breaker	(H) (L)	H, L	10, 15
ACL to Uppercut	(H) (L) (H)	H, L, M	10, 15, 22
ACL to Dagger Punch	(H) (L) (L)	H, L, L	10, 15, 22
Cold Shoulder	(H)+(L)	M	35 (Near), 25 (Middle), 20 (Far)
Falling Dragon	(H)+(L)+(S)	M	20
Dragon Cannon	(H)+(L)+(S) (Hold (S))	Cannot guard	45
Tiger Palm Strike	(H)+(S)	M	23
Tiger's Fake	(After Tiger Palm Strike) (left or right on D-pad)	Movement technique	None
Tiger's Rush	(H)+(S) (H) (H)	M, H, M	23, 18, 23
Earth Sweep	(L) or (L)+(S)	L	15





LEE SHUWEN

Name	Commands	Defense Decisions	Damage
Tiger's Rage	L H	L, M	15, 22
Falling Leaf	L L	L, L	15, 22
Tiger Palm Strike 2	G + H	M	20
Shadowless Fist	(In one motion, quickly press and release G then H)	H (Cannot guard)	40
Heel Spin Kick	G + L	L	18
Spin Kick	G + H + S	M	15
Rising Spear	G + L + S	Cannot guard	30
Double Hand Slap	(Half circle) H	M, M	12, 13
Tiger's Roar	(Step) L H	H	28
Tiger's Claw	(Step) L L	L	18
Sweep to Tiger Elbow	(Step) L L H	L, M	18, 20
Tiger Elbow	(Step) L H + L	M	18
Body Smash	(Step) L S	H (Cannot guard)	None
Guard Breaker	(Step) L S H	H, M	30
Palm Uppercut	(Rise) H	M	20
Tiger's Tail	(Rise) L	L	20
Tiger Elbow Rush	(Rise) H + L	M	18
Wild Tiger	(Walking) H H	M, M	20, 21
Wild Tiger Rush	(Walking) H H H	M, M, M	20, 21, 20
Wild Tiger Crush	(Walking) H H G H	M, M, M	20, 21, 35 (Near), 25 (Middle), 20 (Far)
Heaven Kick	(Running) H	M	12
Double Heaven Kick	(Running) H H	M, M	12, 15
Tiger Death Fist	(Running) H + L	M	30
Sweep Spin	(Running) L	L	18
Reverse Cold Shoulder	(Running) G H	M	32 (Near), 23 (Middle), 20 (Far)
Moonsault	(When above enemy) H + L	Cannot guard	20 (Backward), 30 (Forward)

Special Attacks

Name	Commands	Defense Decisions	Damage
Divine Spear	S	Cannot guard	20
Twin Divine Spear	S S	Cannot guard	20, 20
Heaven Spear	S H	Cannot guard	20
Earth Spear	S L	Cannot guard	30
Judgment	(Hold) S	Cannot guard	60
Rising Dragon	(Jumping) S	Cannot guard	20
Brandish Spear	(360 on D-pad) S	Cannot guard	15(x5)

Name	Commands	Defense Decisions	Damage
Stun Palm	(When S gauge is empty) S	M	30
Palm Rush	(When S gauge is empty) S H	M, M	30, 20

Throw Techniques

Name	Commands	Defense Decisions	Damage
Mountain Breaker	(In front of opponent) G + L + H	Throw	40
Surprise Exchange	(In front of opponent) G + L + H (Hold) H	Throw	44
Dragon Shoulder	(Left of opponent) G + L + H	Throw	40
Stonewall Shatter	(Right of opponent) G + L + H	Throw	40
Dragon's Rage	(Behind opponent) G + L + H	Throw	30
Thunder Mountain Breaker	(360 on D-pad) G + L + H	Throw	60

Just Techniques

Name	Commands	Defense Decisions	Damage
Stonewall	After H + S (D-pad left or right) J H	M	35 (Near), 25 (Middle), 20 (Far)
Magical Double Hand Slap	(Half circle) H J H	M, M, M	12, 13, 25
Tiger's Slaughter	(Walking) H H (D-pad left or right) J H	M, M, M	35 (Near), 25 (Middle), 20 (Far)
Tiger Cannon	(Crouch) L J L	M, M	13, 20
East Meets West	(Step) L S (D-pad left or right) J H	H, M	35



Special Techniques

Straight Knuckle



ACL to Uppercut



Wild Tiger



ACL Breaker



LEE SHUWEN



Hellstorm



H H H H

Cold Shoulder



H + L

ACL to Dagger Punch



H L L

Falling Dragon



H + L + S

Dragon Cannon



H + L + S (Hold S)

Tiger Palm Strike



H + S

Tiger's Fake



(After Tiger Palm Strike) D-pad left or right

Tiger's Rush



H + S H H

Earth Sweep



L or L + S

Tiger's Rage



L H

Falling Leaf



L L

Tiger Palm Strike 2



G + H

Heel Spin Kick



G + L

Spin Kick



G + H + S

Shadowless Fist



(In one motion, quickly press and release G then H)

Rising Spear



G + L + S

Double Hand Slap



(Half circle) H

Tiger's Roar



(Step) L H

Tiger's Claw



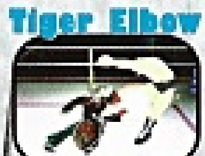
(Step) L L

Sweep to Tiger Elbow



(Step) L L H

Tiger Elbow



(Step) L H + L

Body Smash

(Step) L S

Guard Breaker

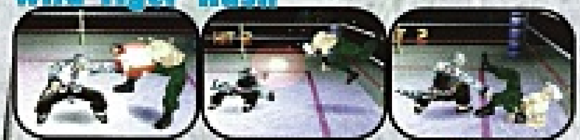
(Step) L S H

Palm Uppercut

(Rise) H

Tiger's Tail

(Rise) L

Wild Tiger Rush

(Walking) H H H

Wild Tiger Crush

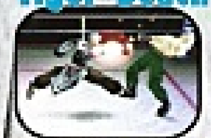
(Walking) H H G H

Heaven Kick

(Running) H

Double Heaven Kick

(Running) H H

Tiger Death Fist

(Running) H + L

Sweep Spin

(Running) L

Reverse Cold Shoulder

(Running) G H

Moonsault

(When above enemy) H + L

Tiger Elbow Rush

(Rise) H + L

Special Attacks

Divine Spear

S

Twin Divine Spear

S S

Heaven Spear

S H

Earth Spear

S L

Judgment

(Hold S)

Rising Dragon

(Jumping) S

Brandish Spear

(360 on D-pad) S

Stun Palm

(When S gauge is empty) S

Palm Rush

(When S gauge is empty) S H





LEE SHUWEN

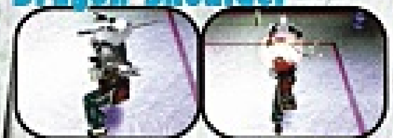
Throw Techniques

Mountain Breaker

(In front of opponent) G + L + H

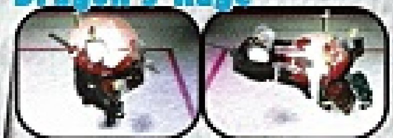
Surprise Exchange

(In front of opponent) G + L + H (Hold) H

Dragon Shoulder

(Left of opponent) G + L + H

Stonewall Shatter

(Right of opponent) G + L + H

Dragon's Rage

(Behind opponent) G + L + H

Thunder Mountain Breaker

(360 on D-pad) G + L + H

Just Techniques

Stonewall

After H + S (D-pad left or right) J H

Magical Double Hand Slap

(Half circle) H J H

Tiger's Slaughter

(Walking) H H (D-pad left or right) J H

Tiger Cannon

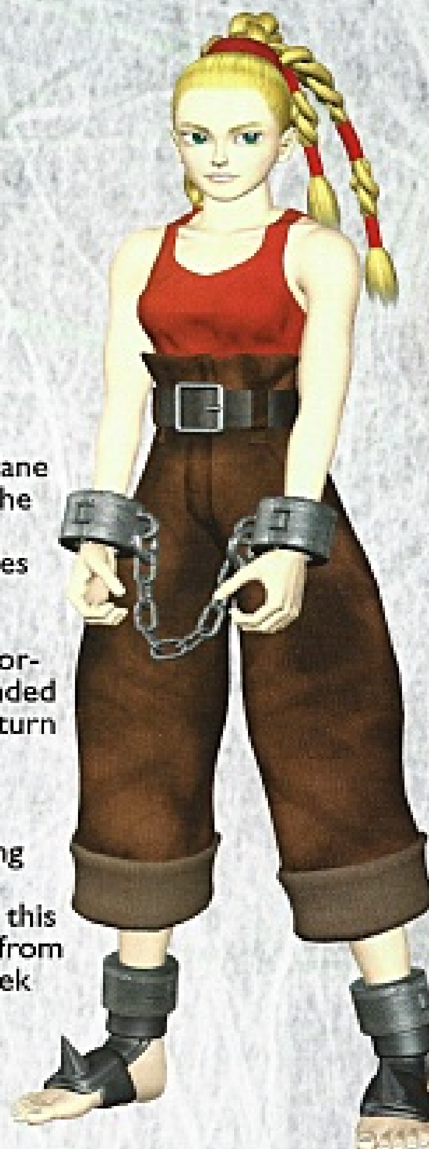
(Crouch) L J L

East Meets West

(Step) L S (D-pad left or right) J H

Wolf Girl Jo

Age:	18
Nationality:	German
Sex:	Female
Occupation:	Prisoner
Weapon: (Special Attack)	Transformation



As an infant girl, Jo miraculously survived a near-fatal airplane crash over the Amazon. After this traumatic experience, she was taken in and raised by wild wolves. As she grew and matured, Jo gained physical attributes that were three times greater than that of a normal human.

However, soon after her "mother's" death, she began to torment the neighboring villagers, at which point Jo was branded with the moniker "Man-Eating Wolf Girl." Her life took a turn for the worse when she was captured and subsequently imprisoned.

While imprisoned, Jo frequently became enraged, exhibiting her uncontrollable power to supervising officers. As luck would have it, the Red Scorpion began to hear rumors of this "Man-Eating Wolf Girl." The Red Scorpion then took her from prison and unleashed her on an unsuspecting world to seek out Ehrgeiz.

Special Techniques

Name	Commands	Defense Decisions	Damage
Nature Knee	H	M	13
Prisoner's Kick	H H H (A)	M, M, M	10, 15, 23
Double High Low Kick	H H L	M, M, L	10, 15, 17
Desert Kicks	H H L H (A)	M, M, L, M, M	10, 15, 17, 15, 15
Playing High	H L H	M, L, M	10, 17, 20
Playing Low	H L L (A)	M, L, L	10, 17, 20
Tail Strike	H + L	M	23

*Note: (A) = Press back on D-pad to turn backward during attack. Allows quick use of Secondary Techniques while turned backward.
(B) = Pressing back on D-pad can cancel Attack.
(AB) = The above (A) and (B) situations are both possible.
(x Infinity) = As long as the previous command is correctly entered, this move can be performed indefinitely.





WOLF GIRL JO

Name	Commands	Defense Decisions	Damage
Wing Kick	H+S	M	20
Illusion Fang	H+S H H	M, M, M	20, 18, 20
Horn Break Bite	H+S L L (B)	M, L, L	20, 18, 18
Horn Break Heavy	H+S L L (B) H H H (B)	M, L, L, M, M, M, M, M	20, 18, 18, 15, 15, 15, 15, 20
Horn Break Outrage	H+S L L (B) H H+L H+L	M, L, L, M, M, M, M	20, 18, 18, 15, 15, 15, 15
Horn Break Panic	H+S L L (B) H H+L L (A)	M, L, L, M, M, M, L	20, 18, 18, 15, 15, 15, 20
Wild Sonic	H+L+S	L	10, 20
Sonic Diamond	H+L+S (Tap S)	Cannot guard	10, 20
Nature Low	L (B)	L	10
Jail Combo	L (B) H (A) H H H	L, M, M, M, M	10, 15, 20, 25, 20
Arrest Kicks	L (B) H (A) H L	L, M, M, L	10, 15, 20, 20
Detain Kicks	L (B) H (A) L	L, M, L	10, 15, 20
Capture Kicks	L (B) L (A) H H (A) H (A)	L, L, M, M, M, M, M	10, 15, 15, 15, 15, 15, 20
Amazing Combo	L (B) L (A) H H+L H+L	L, L, M, M, M, M	10, 15, 15, 15, 15, 15
Hallucination Kicks	L (B) L (A) H H+L L (B)	L, L, M, M, M, L	10, 15, 15, 15, 20
Wicked Kicks	L (B) L (A) L H (A)	L, L, L, M	10, 15, 20, 25
Danger Ankle	L+S	M	25
Danger Dance	L+S H	M, M	25, 18
Lip Spin Count	G+H (A) H (A) H	M, M, M	20, 20, 25
Lip Spin Number	G+H (A) L (A) H (A)	M, L, M	20, 20, 25
Kilo Lip Count	G+H (A) H+L (A)	M, M	20, 15, 15
Mega Lip Count	G+H (A) G+H (A) H+L (A)	M, M, M, M	20, 25, 15, 15
Giga Lip Count	G+H (A) G+H (A) G+H (A) H+L (A)	M, M, M, M, M	20, 25, 25, 15, 15
Spinning Fang	G+L (A) H (A)	L, M	20, 25
Talon Kick	G+H+S	M	15
Return Earth	G+L+S	M	23
Grudge Feint	(Half circle on D-pad) H	M	18
Destruction Spin	(360 on D-pad) H	M	10
Wild Bow Kick	(Step) L (G) H	M	25
Wild Blood	(Step) L (Release G) H	M	19
Rolling Biting	(Step) L L	L	5, 5, 5

Name	Commands	Defense Decisions	Damage
Hunting Twin	(Crouch) H H	M, H	20, 25
Double Low & One Hand Kick	(Crouch) L (AB) L H	L, L, M	18, 18, 18
Rejoice Dance	(Crouch) L (AB) L H L (A) H (B) H H H	L, L, M, L, M, M, M, H	18, 18, 18, 15, 15, 20, 25, 20
Rampage	(Crouch) L (AB) L H L (A) H (B) H L	L, L, M, L, M, M, L	18, 18, 18, 15, 15, 20, 20
Insanity Dance	(Crouch) L (AB) L H L (A) H (B) L	L, L, M, L, M, L	18, 18, 18, 15, 15, 20
Kelveross Combo	(Crouch) L (AB) L H L (A) L H (B) H H (B)	L, L, M, L, L, M, M, M, M, H	18, 18, 18, 15, 15, 15, 15, 15, 15, 20
Rage Dancing	(Crouch) L (AB) L H L (A) L H H+L H+L	L, L, M, L, L, M, M, M, M, M	18, 18, 18, 15, 15, 15, 15, 15, 15
Hound Combo	(Crouch) L (AB) L H L (A) L H H+L L (A)	L, L, M, L, L, M, M, M, M	18, 18, 18, 15, 15, 15, 15, 15, 20
Fenrir Combo	(Crouch) L (AB) L H L (A) L L (B) H (B)	L, L, M, L, L, L, M	18, 18, 18, 15, 15, 20, 25
Arrow Kick	(Rise) H	M	19
Beast Arrow	(Rise) H H+L	M, M	19, 20
Blame Play	(Walking) H (A) H	M, M	20, 20
Cross Bow Arrow	(Running) H	M	25
Cruel Dynamic	(Running) H+L	M, M	15, 20
Crazy Scissors	(Running) H+L H	M, M, H	15, 20, 20
Lunatic Dance	(Running) H+L L	M, M, L	15, 20, 20
Glide Kick	(Running) L	L	10
Turn Back Kick	(Running) G H	M	20
Reckless Attack	(When above enemy) H+L	Cannot guard	25

Throw Techniques

Name	Commands	Defense Decisions	Damage
Neck Hook	(In front of opponent) G+L+H	Throw	40
Bound Reject	(In front of opponent) G+L+H (Hold H)	Throw	40
Arm Hook	(In front of opponent) G+L+H (Hold L)	Throw	40
Face Smash Violence	(Left of opponent) G+L+H	Throw	40
Moon-Sault Knee Dive	(Right of opponent) G+L+H	Throw	40



Name	Commands	Defense Decisions	Damage
Face Stamp	(Behind opponent) G + L + H	Throw	40
Incar-Curable Throw	(Behind opponent) G + L + H (Hold H)	Throw	40
Ragnarok	(360 on D-pad) G + L + H	Throw	59

Special Attacks

Name	Commands	Defense Decisions	Damage
Change Form	S (Transforms)	Cannot guard	15
Wolf Kick	(After trans.) H	Cannot guard	15
Wolf Nail	(After trans.) L	Cannot guard	8
Hard Assault	(After trans.) H + L	Cannot guard	20
Insult Kick	(After trans., turn backside) H	Cannot guard	15
GA Warn Attack	(After trans., while running) H + L	Cannot guard	15
Lunatic High	(When S gauge is empty) S	M, M, M, M, M	20

Just Techniques

Name	Commands	Defense Decisions	Damage
Surprise Combo	L (B) L H H + L J H	L, L, M, M, M, M	10, 15, 15, 15, 15, 25
Just Infinity	G + H (A) G + H (A) G + H (A) J H (x infinity) (A) H + L (A)	M, M, M, M (X 8) M, H	20, 25, 25, 25, 15, 15
Revenge Combo	(Crouch) L (AB) L H L (B) L H H + L J H	L, L, M, L, L, M, M, M, M	18, 18, 18, 15, 15, 15, 15, 15

Secondary Techniques *(Turned Backwards)*

Name	Commands	Defense Decisions	Damage
Mad Kick	(Turn backside) H + L	M	15
Dirty Low	(Turn backside) L (B)	D	20
Sonic Bound	(Turn backside) J H	M	25

*Note: (A) = Press back on D-pad to turn backward during attack. Allows quick use of Secondary Techniques while turned backward.
(B) = Pressing back on D-pad can cancel Attack.
(AB) = The above (A) and (B) situations are both possible.
(x Infinity) = As long as the previous command is correctly entered, this move can be performed indefinitely.



Special Techniques



Nature Knee



H

Prisoner's Kick



H H H (A)

Tail Strike



H + L

Double High Low Kick



H H L

Desert Kicks



H H L H (A)

Playing High



H L H

Playing Low



H L L (A)

Illusion Fang



H + S H H

Horn Break Bite



H + S L L (B)

Horn Break Heavy



H + S L L (B) H H H (B)

Horn Break Outrage



H + S L L (B) H H + L H + L

Wing Kick



H + S

Horn Break Panic



H + S L L (B) H H + L L (A)

Wild Sonic



H + L + S

Sonic Diamond



H + L + S (Tap S)

Nature Low



L (B)

Jail Combo



L (B) H (A) H H H



WOLF GIRL JO

Arrest Kicks

L (B) H (A) H L

Danger Dance

L+S H

Detain Kicks

L (B) H (A) L

Lip Spin Count

G+H (A) H (A) H

Capture Kicks

L (B) L (A) H H (A) H (A)

Danger Ankle

L+S

Amazing Combo

L (B) L (A) H H+L H+L

Talon Kick

G+H+S

Hallucination Kicks

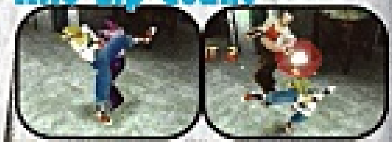
L (B) L (A) H H+L L (B)

Return Earth

G+L+S

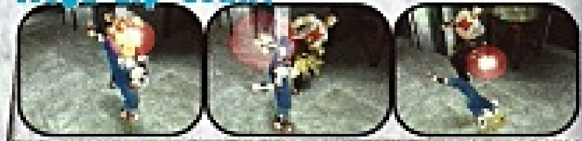
Wicked Kicks

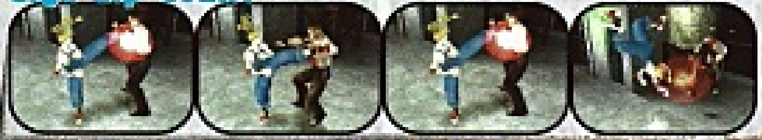
L (B) L (A) L H (A)

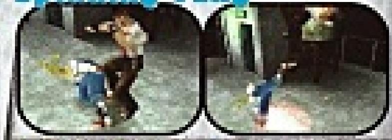
Kilo Lip Count

G+H (A) H+L (A)

Lip Spin Number

G+H (A) L (A) H (A)

Mega Lip Count

G+H (A) G+H (A) H+L (A)

Giga Lip Count

G+H (A) G+H (A) G+H (A) H+L (A)

Spinning Fang

G+L (A) H (A)

Grudge Feint



(Half circle on D-pad) H

Wild Blood



(Step) L (Release G) H

Wild Bow Kick



(Step) L (Press G) H

Destruction Spin



(360 on D-pad) H

Rolling Biting



(Step) L L

Hunting Twin



(Crouch) H H

Double Low & One Hand Kick



(Crouch) L (AB) L H

Beast Arrow



(Rise) H H+L

Rejoice Dance



(Crouch) L (AB) L H L (A) H (B) H H H

Rampage



(Crouch) L (AB) L H L (A) H (B) H L

Arrow Kick



(Rise) H

Insanity Dance



(Crouch) L (AB) L H L (A) H (B) L

Cross Bow Arrow



(Running) H

Kelvcross Combo



(Crouch) L (AB) L H L (A) L H (B) H H (B)

Cruel Dynamic



(Running) H+L





WOLF GIRL JO

Rage Dancing



(Crouch) L (AB) L H L (A) L H H+L H+L

Glide Kick



(Running) L

Hound Combo



(Crouch) L (AB) L H L (A) L H H+L L (A)

Turn Back Kick



(Running) G H

Fenrir Combo



(Crouch) L (AB) L H L (A) L L (B) H (B)

Blame Play



(Walking) H (A) H

Crazy Scissors



(Running) H+L H

Lunatic Dance



(Running) H+L L

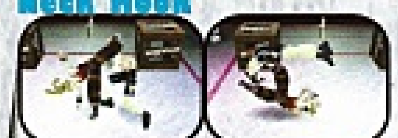
Reckless Attack



(When above enemy) H+L

Throw Techniques

Neck Hook



(In front of opponent) G+L+H

Bound Reject



(In front of opponent) G+L+H (Hold H)

Arm Hook



(In front of opponent) G+L+H (Hold L)

Face Smash Violence



(Left of opponent) G+L+H

Moon-Sault Knee Dive



(Right of opponent) G + L + H

Face Stamp



(Behind opponent) G + L + H

Inear-Curable Throw



(Behind opponent) G + L + H (Hold H)

Ragnarok



(360 on D-pad) G + L + H

Special Attacks

Change Form



S (Transforms)

Wolf Kick



(After trans.) H

Wolf Nail



(After trans.) L

Hard Assault



(After trans.) H + L

Insult Kick



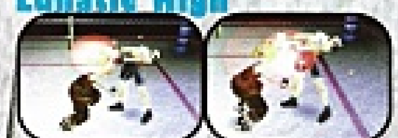
(After trans., turn backside) H

GA Warn Attack



(After trans., while running) H

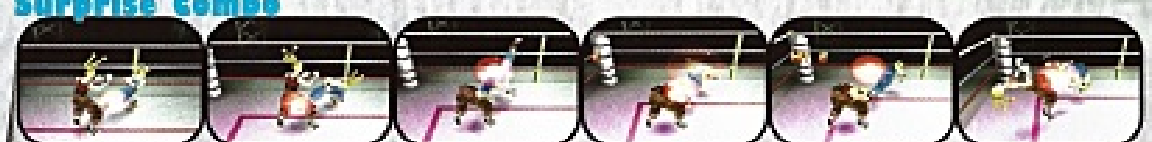
Lunatic High



(When S gauge is empty) S

Just Techniques

Surprise Combo



L (B) L H H + L J H

Just Infinity



G + H (A) G + H (A) G + H (A) J H (x infinity) (A) H + L (A)

Revenge Combo



(Crouch) L (AB) L H L (B) L H H + L J H



Secondary Techniques (Turned Backwards)

Mad Kick



(Turn backside) (H) + (L)

Dirty Low



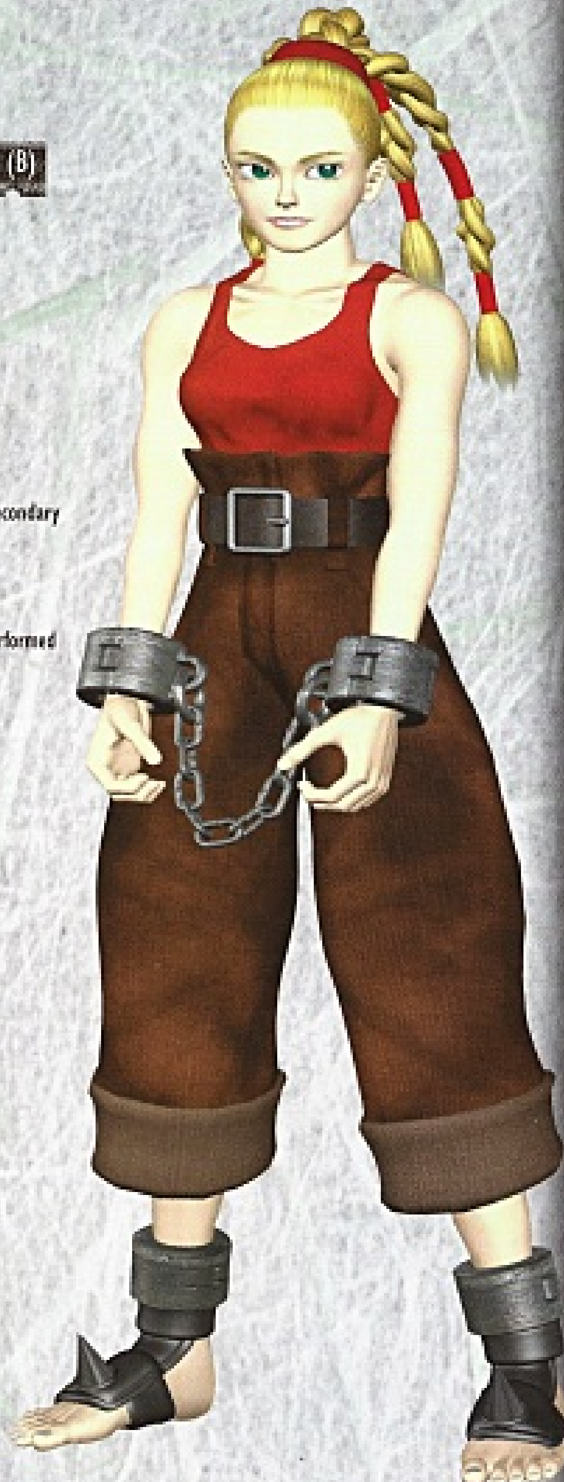
(Turn backside) (L) (B)

Sonic Bound



(Turn backside) (J) (H)

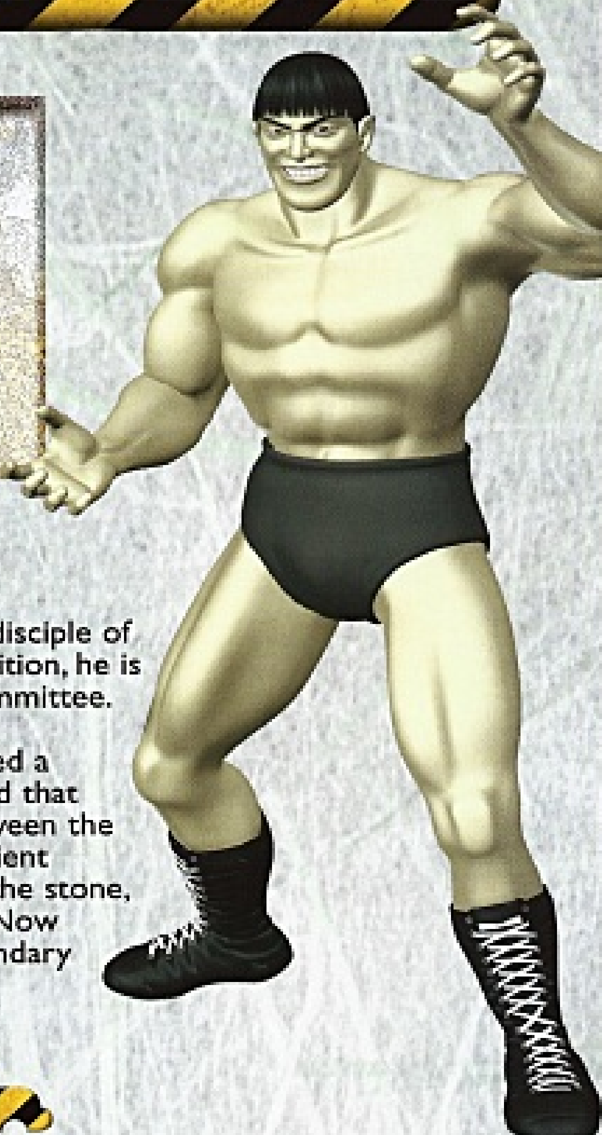
*Note: (A) = Press back on D-pad to turn backward during attack. Allows quick use of Secondary Techniques while turned backward.
(B) = Pressing back on D-pad can cancel Attack.
(AB) = The above (A) and (B) situations are both possible.
(x Infinity) = As long as the previous command is correctly entered, this move can be performed indefinitely.





WOLF GIRL JO

Dasher Inoba





Age:	38
Nationality:	Japanese
Sex:	Male
Occupation:	Pro Wrestler
Weapon: (Special Attack)	Wrestling Techniques

Dasher Inoba is a prominent wrestler and a disciple of Karl Schneider, the founder of Ehrgeiz. In addition, he is also a member of the Ehrgeiz supervising committee.

After the death of his master, Inoba discovered a note left behind by Schneider. The note hinted that Schneider knew there was a connection between the embedded stone in Ehrgeiz and the ultra-ancient civilization. Ever since Inoba laid his eyes on the stone, his desire to get it has grown ever stronger. Now Inoba has set his sights on obtaining the legendary weapon.

Special Techniques

Name	Commands	Defense Decisions	Damage
Chop	H	H	15
Triple Chop	H H H	H, H, H	15, 15, 15
Decapitator	(Hold) H	H (Cannot guard)	20
Rolling Upper	H + L	M	25
Knuckle Part	H + S	H (Cannot guard)	15
Low Kick	L	L	15
Grand Stomp	(Hold) L L	L, L (Cannot guard)	23, 15
Turn Low Kick	L + S	L	25
Quick Chop	G + H	M	20
Hammer Chop	(Hold) G + H	Cannot guard	25
Throat Chop	In one motion, quickly press and release G then H	(Cannot guard) H	25



Name	Commands	Defense Decisions	Damage
The Runs	S (During Throat Chop)	M	80
Take Down	G + L	L	20
Drop Kick	G + L + S	M	25
Rolling Drop Kick Left	(Half circle left) H	M	20
Rolling Drop Kick Right	(Half circle right) H	M	20
Slide Left Alley Kick	(Half circle left) L (can cancel w/ G)	L	20
Slide Right Alley Kick	(Half circle right) L (can cancel w/ G)	L	20
Brawl Kick	(Step) H	M	20
Fat Slap	(Step) L H	H (Cannot guard)	10
Big Foot	(Step) L L	L	25
Snap Kick	(Crouch) H	M	18
311 Kick	(Crouch) H H	M, M	18, 20
Power Bomb Kick	(Crouch) (Hold) H	(Cannot guard)	30
911 Kick	(Crouch) (Hold) H H	M (Cannot guard)	30, 20
Dasher Uppercut	(Rise) H	M	25
Knuckle Bomber	(Walking) H	M	25
Dasher Lariat	(Running) H	H	28
Drop Kick	(Running) H + L	M	25
Stagger Kick	(Running) L L L	L, L, L	20, 15, 15
Brain Buster	(Running) G + H	M	20
Back Turn Kick	(Running) G H	M	20
Flying Elbow Drop	(When above enemy) H + L	Cannot guard	30

Throw Techniques

Name	Commands	Defense Decisions	Damage
Head Butt	(In front of opponent) G + L + H	Throw	35
Head Butt 2	(After Head Butt) G	Throw	35, 15
Head Butt 3	(After continuous Head Butt 2) G	Throw	35, 15, 25
DSD Dasher Screwdriver	(In front of opponent) G + L + H (Hold) H	Throw	40
Neck Scissors Whip	(In front of opponent) G + L + H (Hold) L	Throw	40
Rolling Arm Bear	(Left of opponent) G + L + H	Throw	40
Tiger Leg Lock	(Right of opponent) G + L + H	Throw	35
Indian Death Lock	(After Tiger Leg Lock) G	Throw	35, 13
Indian Death Lock 2	(After Indian Death Lock) G	Throw	35, 13, 12
Octopus Special	(After Indian Death Lock 2) G	Throw	35, 13, 12, 25

Name	Commands	Defense Decisions	Damage
Dragon Suplex	(Behind opponent) G + L + H	Throw	40
Python Twist	(Behind opponent) G + L + H H (Hold) H or L	Throw	40
Leg Capture	(After opponent kicks) G + L + H	Throw	35
Dasher Buster	(360 on D-pad) G + L + H	Throw	60
Power Bomb	(After Interrupt) G	Throw	40

Throw Techniques *(While Opponent Is Down)*

Name	Commands	Defense Decisions	Damage
Sleeper Hold	(Opponent facing up/near head) (360 on D-pad) G + L + H	Throw	30
Scorpion Death Lock	(Opponent facing up/near feet) (360 on D-pad) G + L + H	Throw	30
Chicken Wing Face Lock	(Opponent facing up/from left) (360 on D-pad) G + L + H	Throw	30
Figure Four Leg Lock	(Opponent facing up/from right) (360 on D-pad) G + L + H	Throw	30
Indian Death Lock	(Opponent facing down/near head) (360 on D-pad) G + L + H	Throw	30
Camel Clutch	(Opponent facing down/near feet) (360 on D-pad) G + L + H	Throw	30
Strangle Fold	(Opponent facing down/from left) (360 on D-pad) G + L + H	Throw	30
Bow & Arrow	(Opponent facing down/from right) (360 on D-pad) G + L + H	Throw	30

Throw Techniques *(While Opponent Is Down)*

Name	Commands	Defense Decisions	Damage
Dragon Suplex	(Opponent facing up/near head) S	Throw	50
Giant Swing	(Opponent facing up/near feet) S	Throw	50
Tombstone Driver	(Opponent facing up/from left) S	Throw	50
Back Toss Suplex	(Opponent facing up/from right) S	Throw	50
Reverse Arm Suplex	(Opponent facing down/near head) S	Throw	50
Back Suplex	(Opponent facing down/near feet) S	Throw	40
Tiger Driver	(Opponent facing down/from left or right) S	Throw	50





DASHER INOBA

Guts Stance Throw *(Counter Move)*

Name	Commands	Defense Decisions	Damage
Guts Stance	S H	Throw	None
Reverse Submission	Opponent attacks with Left Arm	Throw	40
Bulldog	Opponent attacks with Right Arm	Throw	40
Dragon Screw	Opponent attacks with Left Leg	Throw	40
Leg Toss	Opponent attacks with Right Leg	Throw	40

Throwing *(After Tackle)*

Name	Commands	Defense Decisions	Damage
Ankle Hold	(After tackle) H + L	Throw	35

Special Attacks

Name	Commands	Defense Decisions	Damage
Dasher Bomb	S	None	50
Final Dasher	(Hold S)	M	50, 25, 30
Dasher Head Butt	S (Running) H + L	M	40
Dasher Scissors	(After S gauge is empty) S	M, M, M	18, 18, 18
Homing Body Press	S (Falling)	Cannot guard	30

Just Techniques

Name	Commands	Defense Decisions	Damage
Beat Down!	H + S J H J H	H, H, H (Cannot guard)	15, 18, 29

Special Techniques



Chop



Triple Chop



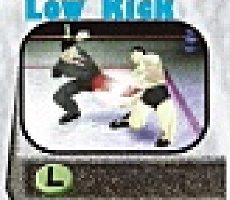
Decapitator



Rolling Upper



Knuckle Part



Low Kick



Grand Stomp

God Bless the Ring EHRGEIZ

Turn Low Kick

(L) + (S)

Quick Chop

(G) + (H)

Hammer Chop

(Hold) (G) + (H)

Throat Chop

In one motion, quickly press and release (G) then (H)

The Runs

(S) (During Throat Chop)

Drop Kick

(G) + (L) + (S)

Rolling Drop Kick Left

(Half circle left) (H)

Rolling Drop Kick Right

(Half circle right) (H)

Slide Left Alley Kick

(Half circle left) (L) (can cancel w/(G))

Fat Slap

(Step) (L) (H)

Slide Right Alley Kick

(Half circle right) (L) (can cancel w/(G))

Brawl Kick

(Step) (H)

Big Foot

(Step) (L) (L)

Snap Kick

(Crouch) (H)

311 Kick

(Crouch) (H) (H)

Power Bomb Kick

(Crouch) (Hold) (H)

911 Kick

(Crouch) (Hold) (H) (H)

Dasher Uppercut

(Rise) (H)

Knuckle Bomber

(Walking) (H)

Dasher Lariat

(Running) (H)

Stagger Kick

(Running) (L) (L) (L)

Brain Buster

(Running) (G) + (H)

Drop Kick

(Running) (H) + (L)

Flying Elbow Drop

(When above enemy) (H) + (L)

Take Down

(G) + (L)

Back Turn Kick

(Running) (G) (H)

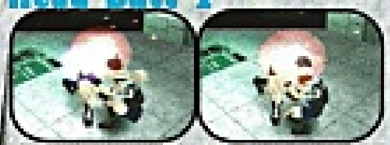




Throw Techniques

Head Butt

(In front of opponent) G + L + H

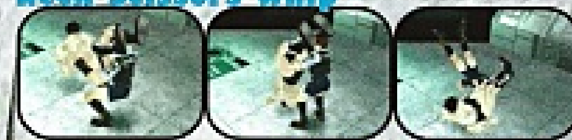
Head Butt 2

(After Head Butt) G

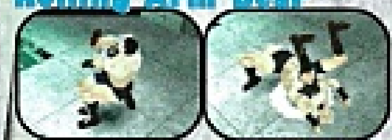
Head Butt 3

(After Head Butt 2) G

DSD Dasher Screwdriver

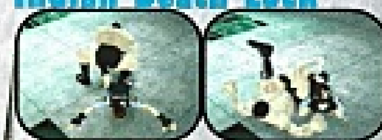
(In front of opponent) G + L + H (Hold) H

Neck Scissors Whip

(In front of opponent) G + L + H (Hold) L

Rolling Arm Bear

(Left of opponent) G + L + H

Tiger Leg Lock

(Right of opponent) G + L + H

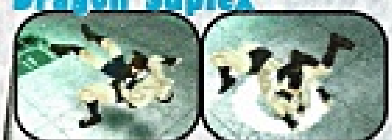
Indian Death Lock

(After Tiger Leg Lock) G

Indian Death Lock 2

(After Indian Death Lock) G

Octopus Special

(After Indian Death Lock 2) G

Dragon Suplex

(Behind opponent) G + L + H

Python Twist

(Behind opponent) G + L + H H or L

Leg Capture

(After opponent kicks) H + L + S

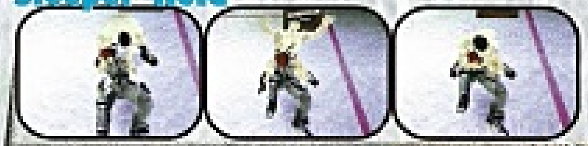
Dasher Buster

(360 on D-pad) G + L + H

Power Bomb

(After Interrupt) G

Throw Techniques *(While Opponent Is Down)*

Sleeper Hold

(Opponent facing up/near head) (360 on D-pad) G + L + H

Scorpion Death Lock

(Opponent facing up/near feet) (360 on D-pad) G + L + H

Chicken Wing Face Lock



(Opponent facing up/from left) (360 on D-pad) G + L + H

Figure Four Leg Lock



(Opponent facing up/from right) (360 on D-pad) G + L + H

Indian Death Lock



(Opponent facing down/near head) (360 on D-pad) G + L + H

Camel Clutch



(Opponent facing down/near feet) (360 on D-pad) G + L + H

Strangle Fold



(Opponent facing down/from left) (360 on D-pad) G + L + H

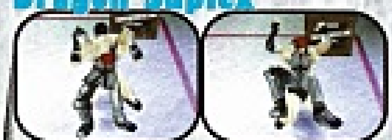
Bow & Arrow



(Opponent facing down/from right) (360 on D-pad) G + L + H

Throw Techniques *(While Opponent Is Down)*

Dragon Suplex



(Opponent facing up/near head) S

Tombstone Driver



(Opponent facing up/from left) S

Giant Swing



(Opponent facing up/near feet) S

Back Toss Suplex



(Opponent facing up/from right) S

Reverse Arm Suplex



(Opponent facing down/near head) S

Back Suplex



(Opponent facing down/near feet) S

Tiger Driver



(Opponent facing down/from left or right) S





Guts Stance Throw *(Counter Move)*

Guts Stance



S H

Reverse Submission



Opponent attacks with Left Arm

Bulldog



Opponent attacks with Right Arm

Dragon Screw



Opponent attacks with Left Leg

Leg Toss



Opponent attacks with Right Leg

Throwing *(After Tackle)*

Ankle Hold



(After tackle) H + L

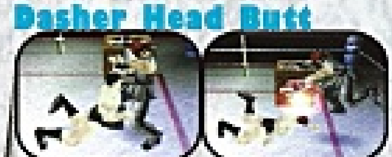
Special Attacks

Final Dasher



(Hold S)

Dasher Head Butt



S (Running) H + L

Dasher Bomb



S

Dasher Scissors



(After S gauge is empty) S

Homing Body Press



S (Falling)

Just Techniques

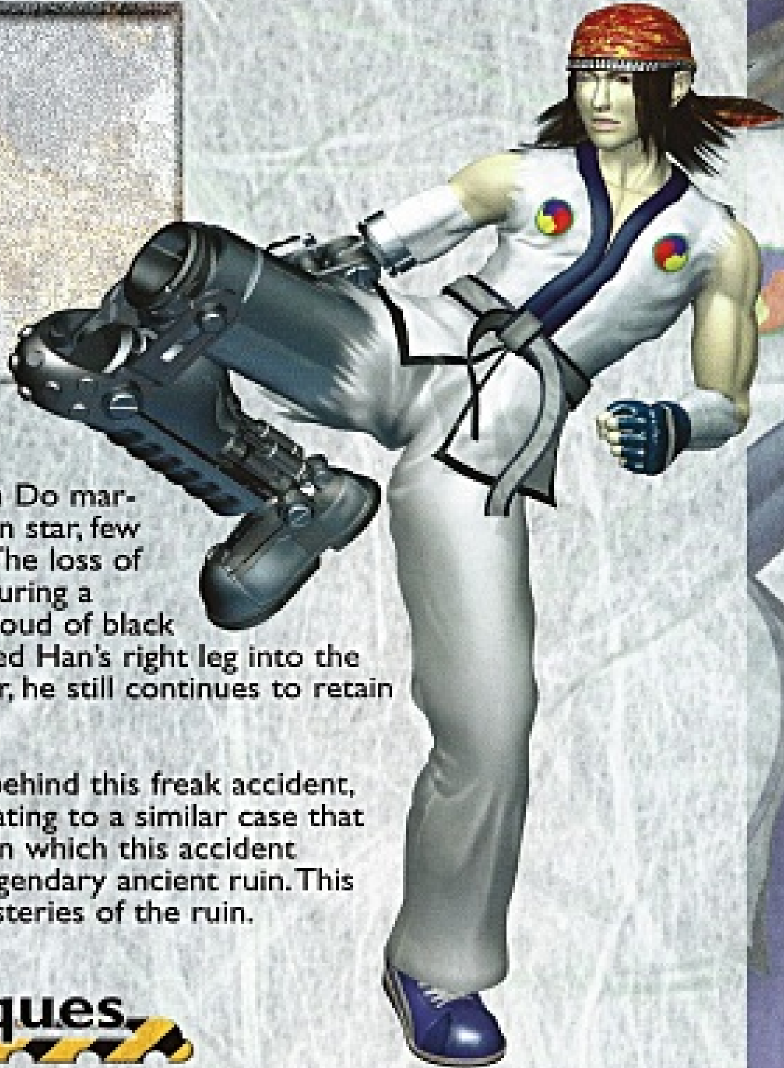
Beat Down!



H + S J H J H

Han Daehan

Age:	23
Nationality:	Korean
Sex:	Male
Occupation:	Action Movie Star
Weapon: (Special Attack)	Missile





Although Han is an adept Tae Kwon Do martial artist and a popular young action star, few know that he has an artificial limb. The loss of his leg occurred rather strangely: During a movie shoot in the Middle East, a cloud of black smoke suddenly appeared and sucked Han's right leg into the darkness. Strangely enough, however, he still continues to retain the feeling in his right leg.

While trying to solve the mystery behind this freak accident, Han stumbles upon information relating to a similar case that occurred decades earlier. The area in which this accident occurred is believed to contain a legendary ancient ruin. This now drives Han to uncover the mysteries of the ruin.

Special Techniques

Name	Commands	Defense Decisions	Damage
Killing Jab	H	H	10
Killing Blade	H H L	H, H, L	10, 10, 16
Fan Shave Combo	H H H H H	H, H, H, H, H	10, 10, 18, 20, 17
Fan Blade Combo	H H H L H	H, H, H, L, H	10, 10, 18, 15, 17
Ultima Heel	H + L + S	Cannot guard	40
Heel Slice	H + S	M	25
Blade Kick	L	L	11
Ring Kick	L + S, (or Crouch) L, (or Walk) L	L	13
Linking Scarecrow	L + S H, (or Crouch) L H, (or Walk) L H	L, H	13, 20
Swallow Hunting	L + H	H	19

Name	Commands	Defense Decisions	Damage
Swallow Thrust	L + H H	M, M	19, 25
Eagle Heel	G + H	M	20
Spear Kick	G + L	L	19
Javelin Combo	G + L H H	L, M, M	19, 15, 18
Death Flail	G + L L L L	L, L, L, L	19, 12, 13, 15
Feather Kick	G + H + S	M	15
Landing Bird	G + L + S	M	23
Turn Heel	(Half circle) H	M	23
Rapier Kick	(Step) H	M	18
Flail Kick	(Step) L	L	18
Two Ax	(Crouch) H	M	15
Ax Heel	(Crouch) H H	M, M	15, 20
Turn Lance Kick	(Rise) H	M	20
Lance Heel	(Rise) H H	M, M	20, 22
Halbert Kick	(Walking) H H H	H, H, H	22, 22, 22
Hunting Tomahawk	(Running) H H H	M, M, M	17, 16, 23
Landing Crow	(Running) H	M	17
Nose Dive Picking	(Running) H G + H (After hit) H H H	M, M (After hit) M, M, M	17, 10, 10, 10, 25
Grand Slider	(Running) L	L	10
Sling Kick	(Running) L + H	H	22
Sling Sickle	(Running) L + H L	H, L	22, 17
Grand Sickle	(Running) G + L	L	20
Reverse Heel	(Running) G H	M	20
Desperate Attack	(When above enemy) H + L	Cannot guard	20 (forward); 30 (backward)

Motion Change

Name	Commands	Defense Decisions	Damage
Right Scarecrow	(Hold) G + H	None	None
Left Scarecrow	(When S gauge is empty) S	None	None

Techniques After Motion Change

Name	Commands	Defense Decisions	Damage
Claw Beak	H	M	16



Name	Commands	Defense Decisions	Damage
Claw Pick Combo	H H H H H H H H	M, M, M, M, M, H, H, M	(Start with right leg) 16, 18, 19, 14, 15, 22, 25, 20; (Start with left leg)16, 18, 14, 12, 14, 21, 27, 21
Pick Switch	H L H H H H	M, L, M, H, H, H	(Start with right leg) 16, 13, 14, 21, 27, 21; (Start with left leg) 16, 13, 15, 22, 25, 20
Switch Kick	L	L	13
Switching Combo	L H H H H	L, M, M, H, H	(Start with right leg) 13, 14, 21, 27, 21; (Start with left leg) 13, 15, 22, 25, 20
Triple Winger	G + H H H	H, H, H	(Start with right leg) 28, 20, 17; (Start with left leg) 30, 20, 17
Triple Flatter	G + H L H	H, L, H	(Start with right leg) 28, 15, 17; (Start with left leg) 30, 15, 17

Throw Techniques

Name	Commands	Defense Decisions	Damage
Hold Baltisan Kick	(In front of opponent) G + L + H	Throw	40
Reverse One Hand	(Left of opponent) G + L + H	Throw	40
Kick Brash	(Right of opponent) G + L + H	Throw	30
Brash Guillotine	(Right of opponent) G + L + H (Hold) G	Throw	45
Inferno	(Behind opponent) G + L + H	Throw	40
Armageddon	(360 on D-pad) G + L + H	Throw	32
Apocalypse	(After Armageddon) G	Throw	54

Special Attacks

Name	Commands	Defense Decisions	Damage
K-1	S	Cannot guard	20~75
K-10	(Hold S)	Cannot guard	60



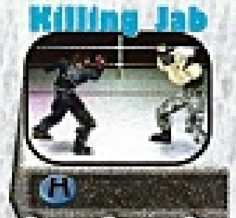


Just Techniques

Name	Commands	Defense Decisions	Damage
Injury Flail	L L J L H	L, L, L, M	11, 12, 12, 14
Dying Flail	L L J L L	L, L, L, L	11, 12, 12, 9
Combo Gainful	H H H J H	H, H, H, H	10, 10, 18, 13
Combo Bloodhound	G+L L J H	L, L, M	19, 12, 14
Combo Patriot	(Running) H H J H H H H H	H, M, M, M, H, H, M	17, 16, 14, 15, 22, 25, 20

Special Techniques

Killing Jab



H

Killing Blade



H H L

Ultima Heel



H+L+S

Fan Shave Combo



H H H H H

Heel Slice



H+S

Fan Blade Combo



H H H L H

Blade Kick



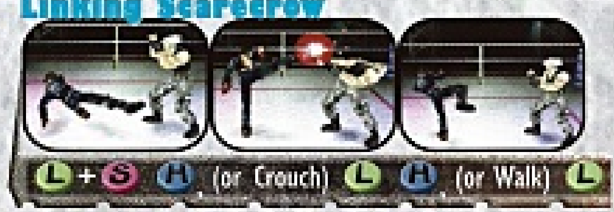
L

Ring Kick



L+S, (or Crouch) L, (or Walk) L

Linking Scarecrow



L+S H, (or Crouch) L H, (or Walk) L

GOD BLESS THE RING
EHRGEIZ

Spear Kick

G + L

Swallow Hunting

L + H

Swallow Thrust

L + H H

Eagle Heel

G + H

Javelin Combo

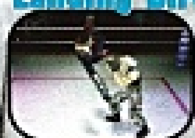
G + L H H

Death Flail

G + L L L L

Feather Kick

G + H + S

Landing Bird

G + L + S

Turn Heel

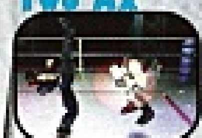
(Half circle) H

Rapier Kick

(Step) H

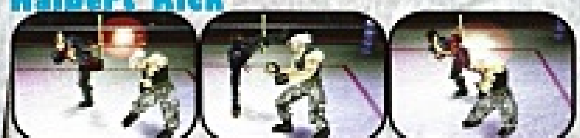
Flail Kick

(Step) L

Two Ax

(Crouch) H

Ax Heel

(Crouch) H H

Halbert Kick

(Walking) H H H

Turn Lance Kick

(Rise) H

Lance Heel

(Rise) H H

Hunting Tomahawk

(Running) H H H

Landing Crow

(Running) H

Nose Dive Picking

(Running) H G + H (After hit) H H H

Grand Slider

(Running) L

Sling Kick

(Running) L + H

Sling Sickle

(Running) L + H L

Grand Sickle

(Running) G + L





HAN DAEHAN

Reverse Heel



(Running) G + H

Desperate Attack



(When above enemy) H + L

Motion Change

Right Scarecrow



(Hold) G + H

Left Scarecrow



(When S gauge is gone) S

Techniques After Motion Change

Claw Beak



H

Claw Pick Combo



H H H H H H H H

Pick Switch



H L H H H H

Switch Kick



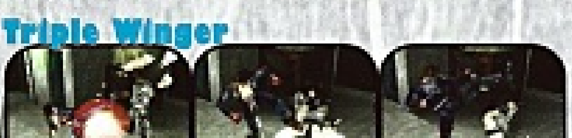
L

Switching Combo



L H H H H

Triple Winger



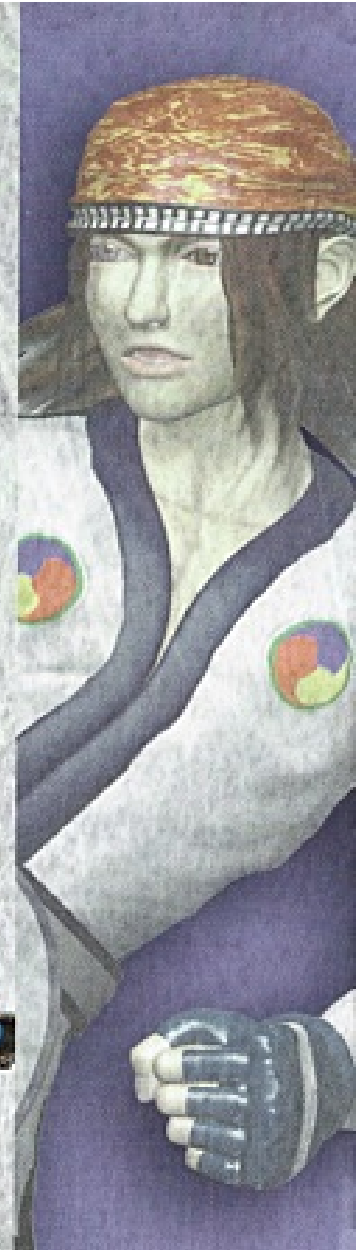
G + H H H

Triple Flatter

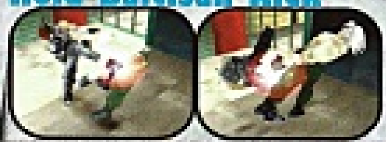


G + H L H

Throw Techniques



Hold Baltisan Kick



(In front of opponent) G + L + H

Reverse One Hand



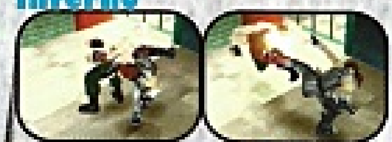
(Left of opponent) G + L + H

Brash Guillotine



(Right of opponent) G + L + H G

Inferno



(Behind opponent) G + L + H

Armageddon



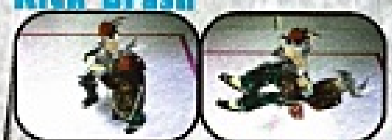
(360 on D-pad) G + L + H

Apocalypse



(After Armageddon) G

Kick Brash



(Right of opponent) G + L + H

Special Attacks



K-1



S

K-10



(Hold) S



Injury Flail



L L J L H

Dying Flail



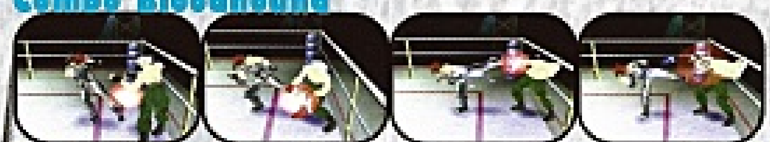
L L J L L

Combo Gainful



H H H J H

Combo Bloodhound



G + L L J H

Combo Patriot

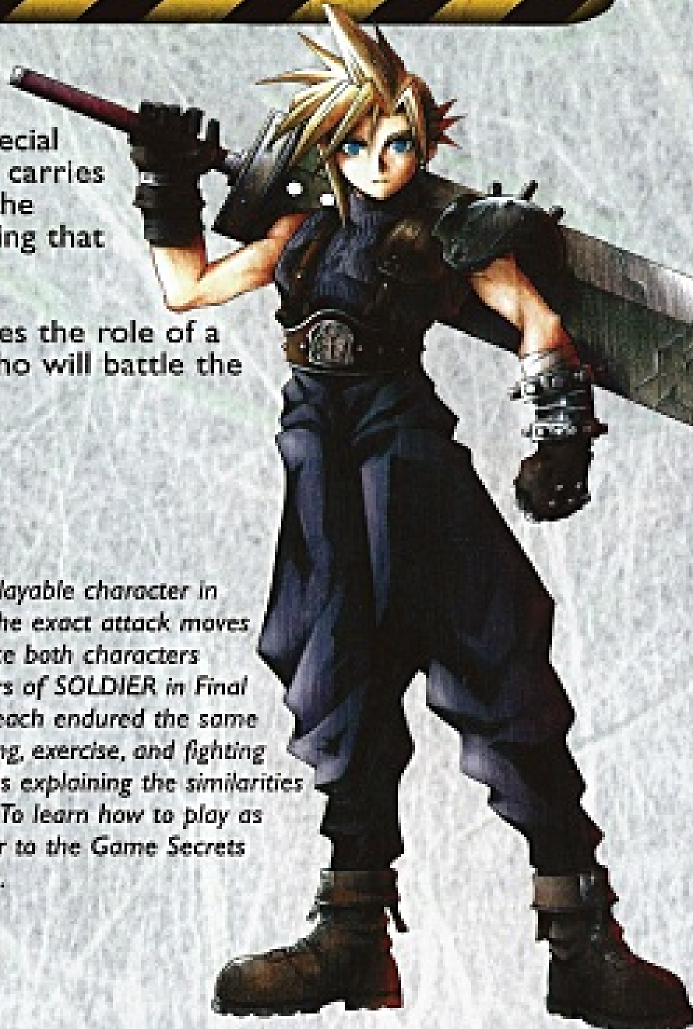


(Running) H H J H H H H H

Cloud Strife

An ex-member of the elite Shinra Company special forces, SOLDIER, Cloud carries a broadsword that has the power to destroy anything that gets in its path.

In Ehrgeiz, Cloud assumes the role of a summoned character who will battle the player.





Zack, a secret playable character in Ehrgeiz, has the exact attack moves as Cloud. Since both characters were members of SOLDIER in Final Fantasy® VII, each endured the same physical training, exercise, and fighting techniques, thus explaining the similarities in their attacks. To learn how to play as Zack, please refer to the Game Secrets section of this book.

Special Techniques

Name	Commands	Defense Decisions	Damage
Soldier Jab	H	H	10
Soldier Hi-Lo	H L	H, L	10, 8
Soldier Chain	H H L	H, H, L	10, 8, 15
Shinra Chain Test Lab	H H H H	H, H, M, M	10, 8, 8, 10
Soldier Knee	L+H	M	10
Soldier Elbow	L+H+S	M	12
Test Lab Shot	L+H+S H	M, M	12, 17
Soldier Hook	H+S	M	18
Shinra Chain Wheel	H+S H H	M, M, M	18, 15, 21
Shinra Genesis Chain	H+S H L	M, M, L	18, 15, 20



Name	Commands	Defense Decisions	Damage
Soldier Low Kick	L	L	10
Soldier Original	L L H	L, L, M	10, 12, 20
Shinra Needle	L + S	L	12
Soldier High Kick	G + H	H	12
Soldier Feint Right	(Half circle right) H	M	23
Soldier Feint Left	(Half circle left) H	M	23
Moonsault	(When above enemy) L + H	M (unblockable)	20
Low Spin Kick	(Crouch) L, or G + L	L	15
Mako Punch	(Step) L H	M	15
Zack's Kick	(Rise) H	M	16
Escape Back Kick	(Running) G L	M	15
Air Slash	(Running) H	M	23
Sliding	(Running) L	L	10
Soldier Tackle	(Running) L + H	M	20

Throw Techniques

Name	Commands	Defense Decisions	Damage
Crescent Suplex	(In front of opponent) G + L + H	Throw	40
Crescent Dive	(In front of opponent) G + L + H (Hold L or H)	Throw	40
Waist Suplex	(Left of opponent) G + L + H	Throw	40
Neck Fall	(Right of opponent) G + L + H	Throw	40
Manhattan Suplex	(Behind opponent) G + L + H	Throw	60
Omnislash	(360 on D-pad) G + L + H	Throw	78

Special Attacks

Name	Commands	Defense Decisions	Damage
Sword Stance	S	None	—
Meteorain	(Hold S)	M, M, M (unblockable)	20, 16, 15
Shinra Single Slash	(During SS) H	M (unblockable)	20
Buster Sword Slash	(During SS) H H H	M, H, M (unblockable)	20, 20, 20



Name	Commands	Defense Decisions	Damage
Shinra Low Slash	(During SS) L	L (unblockable)	20
Skull Break	(During SS) L L L	L, L, L (unblockable)	20, 20, 20
Sephiroth Combo	(During SS) L+H H H H	M, M, M (unblockable)	20, 20, 25
Rune Blade Combo	(During SS) L+H L L L	L, L, L (unblockable)	20, 20, 20
Braver	(During SS) L+H G+H	M (unblockable)	20
Beta Chain	(During SS) G+H H H	M, M, M (unblockable)	20, 20, 25
Climb Slash	(During SS) (Tap D-pad) G+H	M (unblockable)	30
Climb Hazard	(During SS) (Tap D-pad) G+H H	M, M (unblockable)	30, 20
Climb Mirage	(During SS) (Tap D-pad) G+H L	L (unblockable)	30, 20
Shinra Beta Cutter	(While S gauge is empty) S	M (unblockable)	15

*NOTE: In this table, "SS" refers to **Sword Stance**.

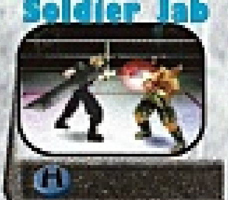
Just Techniques

Name	Commands	Defense Decisions	Damage
Cold Chain	H L J L	H, L, L	—
Zack's Chain	H H L J H H	H, H, L, M, M	—
Shinra Chain Alpha	H+S H L J H H	M, M, L, M, M	—
Shinra Delta Chain	G+H H J H	H, H, H	—
Zack's Slash	(Crouch) L, or G+L J H H	L, M, M	—
Shinra Front	L J H	L, M	—
Cross Slash	(During SS) L+H H H J H	M, M, M	—

*NOTE: In this table, "SS" refers to **Sword Stance**.

Special Techniques

Soldier Jab



Soldier Hi-Lo



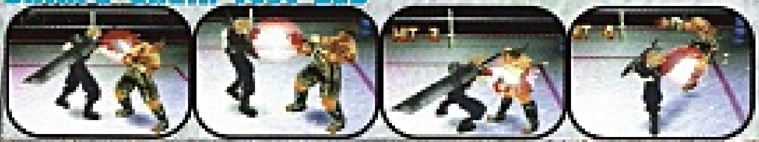
Soldier Chain







Shinra Chain Test Lab



(H) (H) (H) (H)

Soldier Knee



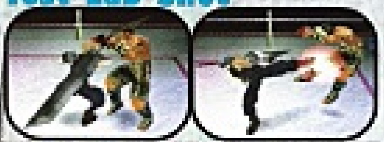
(L) + (H)

Soldier Elbow



(L) + (H) + (S)

Test Lab Shot



(L) + (H) + (S) (H)

Soldier Hook



(H) + (S)

Shinra Chain Wheel



(H) + (S) (H) (H)

Shinra Genesis Chain



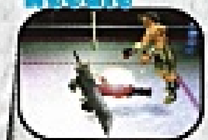
(H) + (S) (H) (L)

Soldier Low Kick



(L)

Shinra Needle



(L) + (S)

Soldier High Kick



(G) + (H)

Soldier Original



(L) (L) (H)

Soldier Feint Right



(Half circle right) (H)

Soldier Feint Left



(Half circle left) (H)

Moonsault



(When above enemy) (L) + (H)

Low Spin Kick



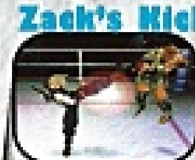
(Crouch) (L) or (G) + (L)

Mako Punch



(Step) (L) (H)

Zack's Kick



(Rise) (H)

Escape Back Kick



(Running) (G) (L)

Air Slash



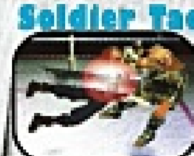
(Running) (H)

Sliding



(Running) (L)

Soldier Tackle



(Running) (L) + (H)

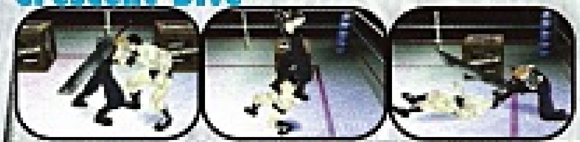
Throw Techniques

Crescent Suplex



(In front of opponent) (G) + (L) + (H)

Crescent Dive



(In front of opponent) (G) + (L) + (H) (Hold (L) or (H))

Waist Suplex



(Left of opponent) G + L + H

Neck Fall



(Right of opponent) G + L + H

Manhattan Suplex



(Behind opponent) G + L + H

Omnislash



(360 on D-pad) G + L + H

Special Attacks

Sword Stance



S

Meteorain



(Hold S)

Shinra Single Slash



(During SS) H

Shinra Low Slash



(During SS) L

Buster Sword Slash



(During SS) H H H

Skull Break



(During SS) L L L

Sephiroth Combo



(During SS) L + H H H H

Braver



(During SS) L + H G + H

Rune Blade Combo



(During SS) L + H L L L

Climb Slash



(During SS) (Tap D-pad) G + H

Beta Chain



(During SS) G + H H H

Climb Hazard



(During SS) (Tap D-pad) G + H H



Climb Mirage



(During SS) (Tap D-pad) G + H L

Shinra Beta Cutter



(While S gauge is empty) S



Just Techniques

Cold Chain



H L J H

Shinra Delta Chain



G + H H J H

Zack's Chain



H H L J H H

Shinra Chain Alpha



H + S H L J H H

Zack's Slash



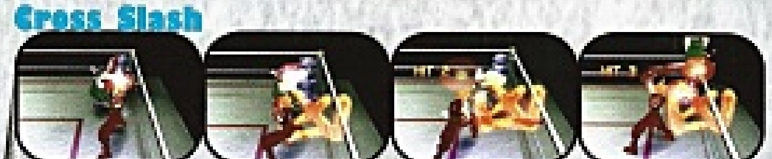
(Crouch) L, or G + L J H H

Shinra Front



L J H

Cross Slash



(During SS) L + H H H J H

Tifa Lockhart





Tifa's outwardly cute looks conceal her incredible ability to put up a good fight in hand-to-hand combat. She is an adept Zangan-Ryu martial artist who played a key role as a member of the anti-Shinra group, AVALANCHE.

Tifa is the second adversary (following Cloud) that the player will face.

Special Techniques

Name	Commands	Defense Decisions	Damage
Zangan Jab	H	H	10
Zangan One-Two	H H	H, H	10, 8
Avalanche Combo	H H H	H, H, M	10, 8, 25
Zangan Combo	H H L H	H, H, L, M	10, 8, 10, 24
Dragon Claw	H + S H	M, M	15, 15
Zangan Jab to Low	H L	H, L	10, 10
Mythril Claw	H L H	H, L, M	10, 10, 24
Kaiser Sault	L + H H	M, M	20, 12
Zangan Dragon Upper	L + H + S	M	20
Dolphin Blow	(Hold L + H + S)	M (unblockable)	35
Zangan Low Kick	L	L	10
Tiger Fang	L H	L, M	10, 24
Grand Glove Kick	L + S	L	30
Zangan Dragon Sault	G + H H	M	25
Crystal Glove Kick	G + H L	L	25

Name	Commands	Defense Decisions	Damage
Hop Kick	G + H + S	M	20
Water Kick	G + L	L	15
Motor Drive	G + L H	L, M	15, 26
Falling Scissors	G + L + S	M	23
Circle Kick	(Half circle right) H	H	30
Whip Kick	(Half circle left) L	L	25
Moonsault	(When above enemy) L + H	M (unblockable)	20
Zangan Arial Rave	(Running) H H H	M, H, H	15, 9, 15
Avalanche Tackle	(Running) L + H	M	20
Zangan Sliding	(Running) L	L	10
Crescent Fang	(Running) G H	M	0
Power Soul	(Running) G + L H	L, M	10, 10
Shiva Slash Kick	(Walking) H H	M, M	15, 20
Diamond Knuckle Kick	(Crouch) H	M	20
7th Heaven	(Step) H	M	15
Over Drive	(Step) H L	M, L	30
Over Drive Alpha	(Step) H L H	M, L, M	45
Zangan Reverse	(Step) L H	M	10
Master Fist	(Step) L H S	M, S	30-85
God's Hand	(Step) L S	S	20-75
Metal Knuckle Spin Kick	(Step) L L	L	25

Throw Techniques

Name	Commands	Defense Decisions	Damage
Meteodrive	(In front of opponent) G + L + H	Throw	40
Somersault	(In front of opponent) G + L + H (Hold H)	Throw	40
Beat Rush	(In front of opponent) G + L + H (Hold L)	Throw	40
Moonsault Crescent	(Left of opponent) G + L + H	Throw	40
Zangan Suplex	(Right of opponent) G + L + H	Throw	40
Avalanche Drop	(Behind opponent) G + L + H	Throw	40
Meteor Strike	(360 on D-pad) G + L + H	Throw	60



Special Attacks

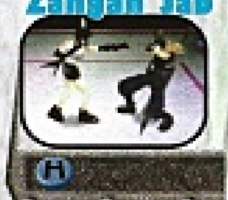
Name	Commands	Defense Decisions	Damage
Final Heaven	S	M (unblockable)	20
Final Judgement	(Hold S)	M, M (unblockable)	20, 20
Death Force	(Hold S) L	M (unblockable)	Varies
Premium Heart	(Press D-pad) S	M (unblockable)	20
Platinum Fist	(Jumping) S	M (unblockable)	20
Summon	(When S gauge is empty) (Hold S)	Refills Special, depletes health	—

Just Techniques

Name	Commands	Defense Decisions	Damage
Zangan Low Alpha	L J H	L, M	10, 20
Mythril Claw Slash	H L J H	H, L, M	10, 10, 20
Zangan Combination Alpha	H H L J H	H, H, L, M	10, 8, 10, 20

Special Techniques

Zangan Jab



Zangan One-Two



Avalanche Combo



Zangan Combo



Dragon Claw



Zangan Jab to Low



Mythril Claw



Kaiser Sault



Zangan Dragon Upper



Dolphin Blow



Zangan Dragon Sault







Hop Kick

G + H + S

Water Kick

G + L

Motor Drive

G + L H

Falling Scissors

G + L + S

Circle Kick

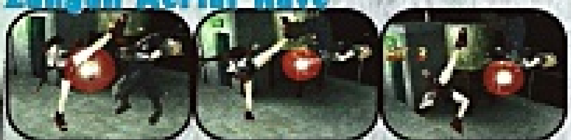
(Half circle right) H

Whip Kick

(Half circle left) L

Moonsault

(When above enemy) L + H

Zangan Aerial Rave

(Running) H H H

Grand Glove Kick

L + S

Tiger Fang

L H

Crescent Fang

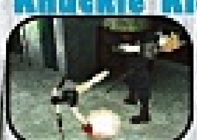
(Running) H G

Power Soul

(Running) G + L H

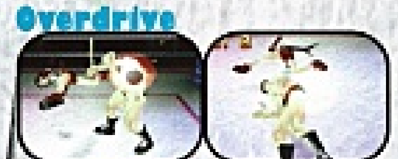
Shiva Slash Kick

(Walking) H H

Diamond Knuckle Kick

(Crouch) H

7th Heaven

(Step) H

Overdrive

(Step) H L

Crystal Glove Kick

G + H L

Overdrive Alpha

(Step) H L H

Zangan Reverse

(Step) L H

Master Fist

(Step) L H S

God's Hand

(Step) L S

Metal Knuckle Spin Kick

(Step) L L

Avalanche Tackle

(Running L + H

Zangan Sliding

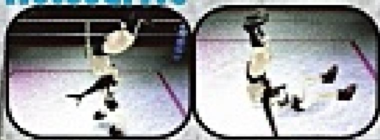
(Running) L

Zangan Low Kick

L

Throw Techniques

Meteodrive



(In front of opponent) G + L + H

Somersault



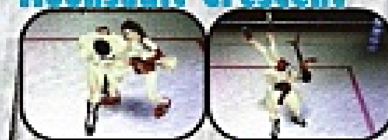
(In front of opponent) G + L + H (Hold H)

Beat Rush



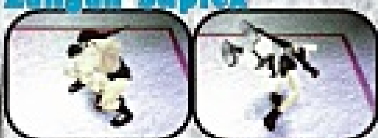
(In front of opponent) G + L + H (Hold L)

Moonsault Crescent



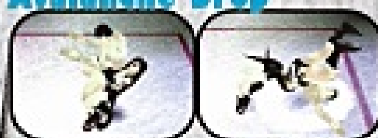
(Left of opponent) G + L + H

Zangan Suplex



(Right of opponent) G + L + H

Avalanche Drop



(Behind opponent) G + L + H

Meteor Strike



(360 on D-pad) G + L + H

Special Attacks

Final Heaven



S

Final Judgement



(Hold S)

Death Force



(Hold S) L

Premium Heart



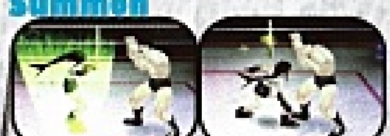
(Press D-pad) S

Platinum Fist



(Jumping) S

Summon



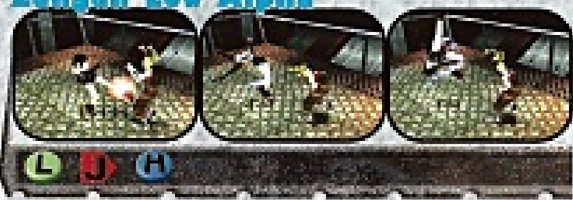
(When S gauge is empty) (Hold S)





Just Techniques

Zangan Low Alpha



Mythril Claw Slash

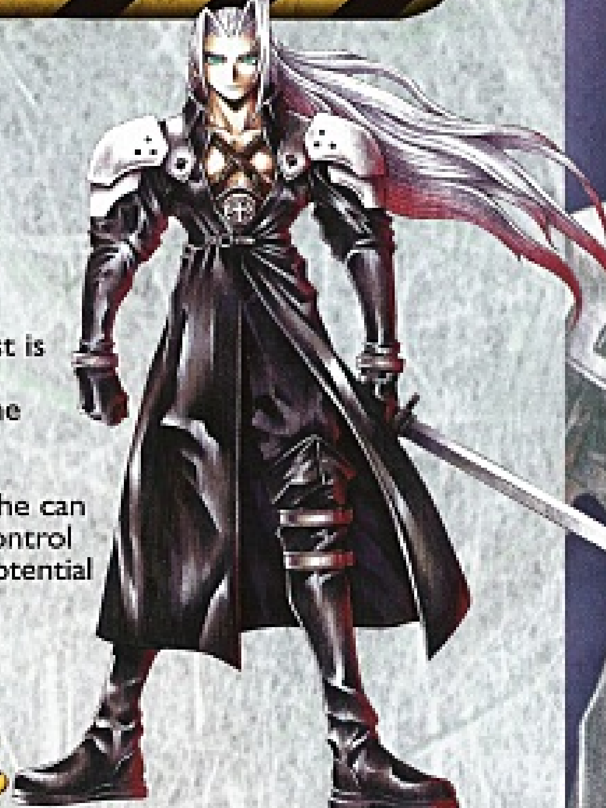


Zangan Combination Alpha





Sephiroth





Sephiroth is a veteran Shinra SOLDIER whose past is concealed within the secret files of the Shinra Company. This soldier's abilities are second to none within the elite SOLDIER unit.

The sword that Sephiroth carries is one that only he can wield—no other human possesses the ability to control it. This powerful, mighty sword also contains the potential to maul anything and everything.

Special Techniques

Name	Commands	Defense Decisions	Damage
Mastery Jab	H	H	10
Mastery High Low	H L	H, L	10, 10
Jenova Linkage BIRTH	H H L	H, H, L	10, 10, 15
Jenova Linkage SYNTHESIS	H H H H H	H, H, M, M, M	10, 10, 12, 20, 18
Jenova Linkage DEATH	H L L H	H, L, L, H	10, 10, 12, 20
Mastery Knee	H + L	H	10
Mastery Elbow	H + L + S	M	12
Fatal Trap	H + L + S H H	M, H, H	12, 10, 15
Mastery Hook	S + H	M	18
Mastery Low	L	L	10
Ancient Beads	L L H	L, L, H	10, 12, 20
Sting Low	L + S	L	12
Mastery High	G + H	H	12
Twin High	G + H H	H, H	12, 15
Reverse Trace Kick Right	(Half circle right) H	M	20
Reverse Trace Kick Left	(Half circle left) H	M	20
Jenova Attack	(When above enemy) H + L	Cannot guard	20 (Facing); 30 (Backwards)
Tornado Kick	(Crouch) L or G + L	L	15
Jenova Shot	(Step) L H	H	15



Name	Commands	Defense Decisions	Damage
Jenova Ripper	(Step) L H+L	M	25
Ascend Spiral	(Rise) H	M	20
Backturn Kick	(Running) G H	M	20
Raised Air	(Running) H	H	23
Slide Charge	(Running) L	L	10
Mastery Sting	(Running) G+H	M	18
Mastery Tackle	(Running) H+L	M	20

Throw Techniques

Name	Commands	Defense Decisions	Damage
Hanging Throw	(In front of opponent) G+L+H	Throw	30
Front Suplex	(In front of opponent) G+L+H (Hold H or L)	Throw	40
Neck Breaker	(Left of opponent) G+L+H	Throw	40
Side Suplex	(Right of opponent) G+L+H	Throw	40
Deadly Suplex	(Behind opponent) G+L+H	Throw	60
Tragedy End	(360 on D-pad) G+L+H	Throw	35

Special Attacks

Name	Commands	Defense Decisions	Damage
Sword Stance	S	None	—
Hilt Jab	(During 'SS') H	M	15
Flash	(During 'SS') G+H	M	20
Coup de Grace	(During 'SS') L	M	30
Mid Stance	(During 'SS') S (or move sideways)	None	—
Sephiroth Combo	(During 'MS') H H H	Katana, Katana, Katana	15, 10, 15
Overpower	(During 'MS') L L L	Katana, Katana, Katana	20, 20, 30
Reaper's Dance	(During 'MS') S H H	Katana, Katana, Katana	20, 20, 30
Power Lunge	(During 'MS') G+H	Katana	30
Head Break	(During 'MS'/Running) G+H	Katana	20
Eagle's Prey	(Jumping) S	Katana	20
Heaven's Vengeance	(After S gauge is empty) S	Katana	30
Black Materia	(During 'SS') (Hold S)	Cannot guard	20, 20, 20, 20

*'SS' in the previous table refers to the **Sword Stance**, while 'MS' refers to the **Mid Stance**.

WARNING: The Katana cannot be blocked, however, it is possible to interrupt and grab the sword. As the Katana hits, tap S and the sword will be deflected, leaving Sephiroth open to counterattack.

Hidden Techniques

Name	Commands	Defense Decisions	Damage
Just Provocation	S+H → H → L	M, Katana, Taunt	18, 17

SEPHIROTH

Just Techniques

Name	Commands	Defense Decisions	Damage
Jenova Linkage LIFE	H L J H	H, L, M	10, 10, 16
Levitation Strike	H+L J H	H, H	10, 10
Praying Reunion	G+H H J H	H, H, M	12, 15, 25
Despaired Edge	S+H J H	M, Katana	18, 20
Fatal Trap Complete	H+L+S H H J H	M, H, H, Katana	12, 10, 15, 30
Jenova Rush	(Step) L H J H H	H, M, M	15, 12, 20
Feint Slash	(During Sword Stance) H J H	M, Katana	15, 20
Sephiroth Combo Speriole	(During Mid Stance) H H H J H	Katana, Katana, Katana, Katana	15, 10, 15, 22

Special Techniques

Mastery Jab

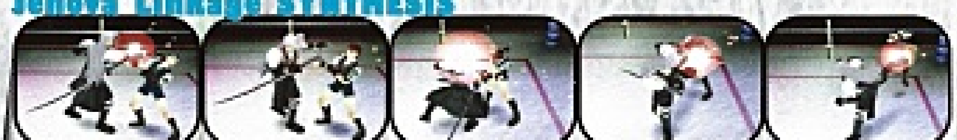
H

Mastery High Low

H L

Jenova Linkage BIRTH

H H L

Jenova Linkage SYNTHESIS

H H H H H

Mastery Knee

H+L

Jenova Linkage DEATH

H L L H

Mastery Elbow

H+L+S

Sting Low

L+S

Fatal Trap

H+L+S H H

Mastery Low

L

Tornado Kick

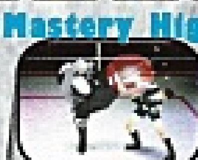
(Crouch) L or G+L

Ancient Beads

L L H

Mastery Hook

S+H

Mastery High

G+H



Twin High

G + H H

Reverse Trace Kick Right

(Half circle right) H

Reverse Trace Kick Left

(Half circle left) H

Mastery Tackle

(Running) H + L



Jenova Attack

(When above enemy) H + L

Mastery Sting

(Running) G + H

Slide Charge

(Running) L

Jenova Shot

(Step) L H

Jenova Ripper

(Step) L H + L

Ascend Spiral

(Rise) H

Backturn Kick

(Running) G H

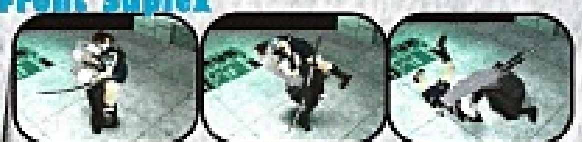
Raised Air

(Running) H

Throw Techniques

Hanging Throw

(In front of opponent) G + L + H

Front Suplex

(In front of opponent) G + L + H (Hold H or L)

Neck Breaker

(Left of opponent) G + L + H

Side Suplex

(Right of opponent) G + L + H

Deadly Suplex

(Behind opponent) G + L + H

Tragedy End

(360 on D-pad) G + L + H

Special Attacks

Sword Stance

S

Hilt Jab

(During 'SS') H

Flash

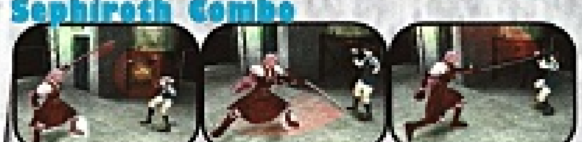
(During 'SS') G + H

Coup de Grace

(During 'SS') L

Mid Stance

(During 'SS') S (or move sideways)

Sephiroth Combo

(During 'MS') H H H

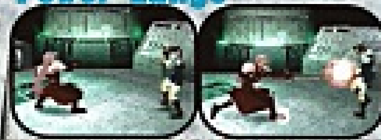
SEPHIROTH

Overpower



(During 'MS') L L L

Power Lunge



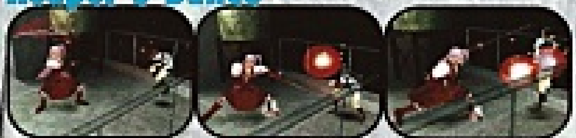
(During 'MS') G + H

Eagle's Prey



(Jumping) S

Reaper's Dance



(During 'MS') S H H

Head Break



(During 'MS'/Running) G + H

Heaven's Vengeance



(After S gauge is empty) S

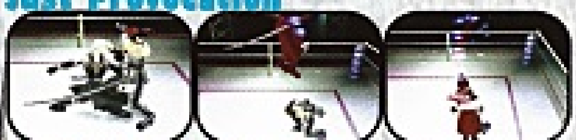
Black Materia



(During 'SS') (Hold S)

Hidden Techniques

Just Provocation



S + H J H J L

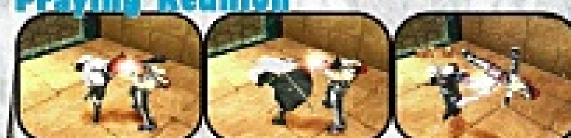
Just Techniques

Sephiroth Combo Speriole



(During Mid Stance) H H H J H

Praying Reunion



G + H H J H

Jenova Rush



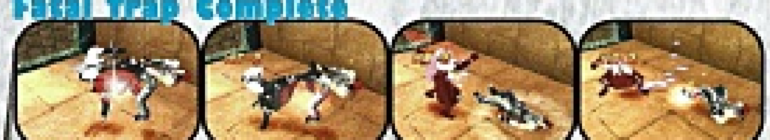
(Step) L H J H H

Despaired Edge



S + H J H

Fatal Trap Complete



H + L + S H H J H

Feint Slash



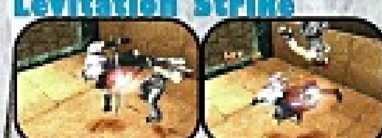
(During Sword Stance) H J H

Jenova Linkage LIFE



H L J H

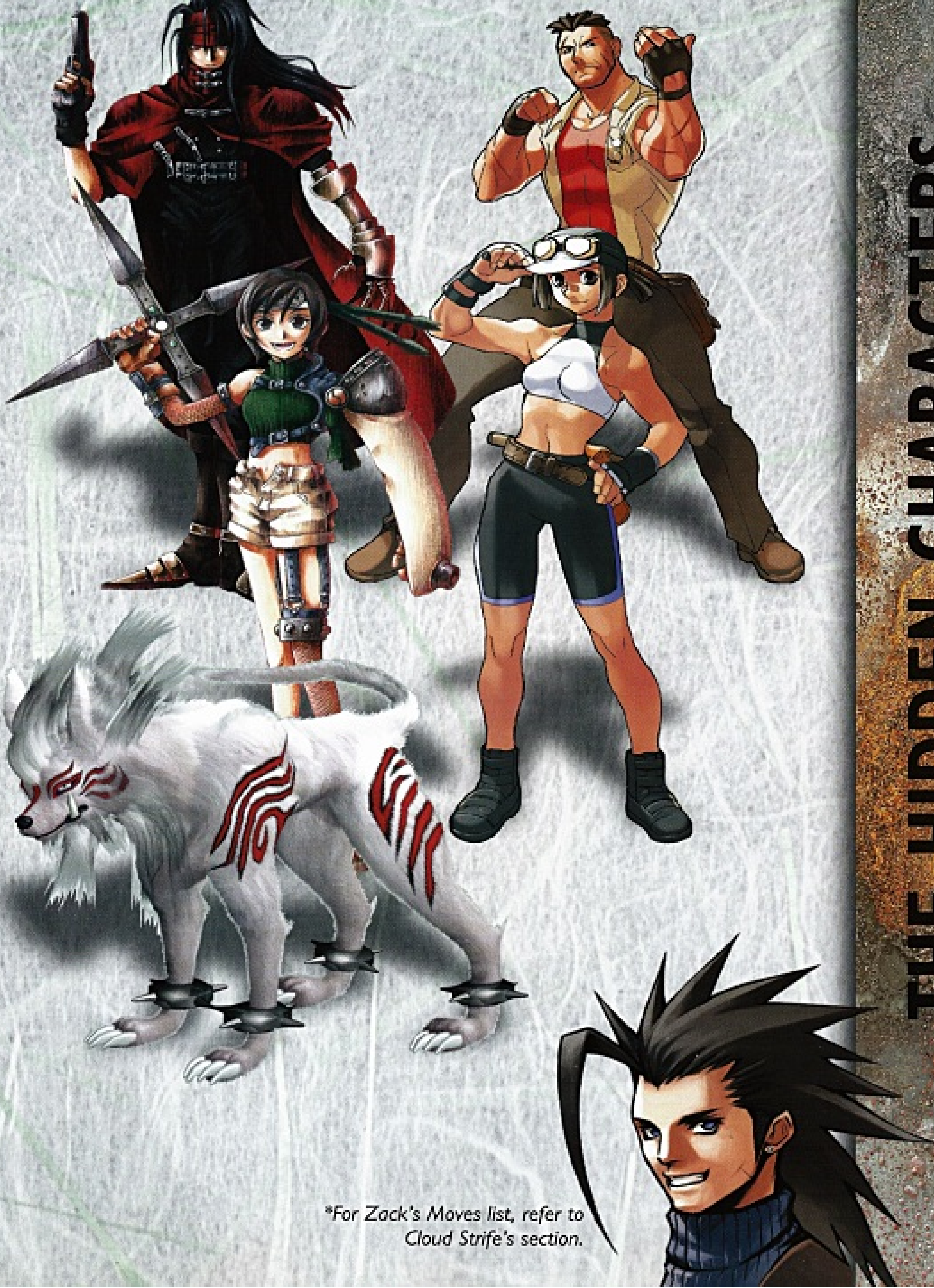
Levitation Strike



H + L J H



THE HIDDEN CHARACTERS



**For Zack's Moves list, refer to Cloud Strife's section.*

Yuffie Kisaragi



Yuffie is a descendant of a long line of noble ninjas. Unfortunately, as anyone can tell from her outward appearance, she displays little regard for her noble heritage.

In her unending desire to obtain "Materia," Yuffie forced herself into Cloud Strife's party. Although she acts underhanded at times and rather self-centered, her giant shuriken and her adept ninja skills make her quite a valuable and dependable ally.



Special Techniques

Name	Commands	Defense Decisions	Damage
Wutai Jab	H	H	10
Combo Upper	H H H	H, H, M	10, 10, 18
Combo Lower	H H L	H, H, L	10, 10, 20
Da-chao Dance	H + L	M	15
Da-chao Fest	H + L H + L	M, M	15, 22
Clear Tranquil	H + L + S	None	0
Low Kick	L	L	10
Low Kick Sweep	L L L	L, L, L	10, 14
Shuriken Slash	L + S	L	23
Ultimate Shuriken	L + S (Hold L) H	L, L, M	20, 20, 20
Sucker Slash	L + S L	L, L	20, 20
Spin Upper	S + H	Cannot Guard	15
Rounder Kick	G + L	L	15
Against All Odds	G + L H H	L, M	15, 20
Da-chao Wind	G + H + S	M	15



YUFFIE KISARAGI

Name	Commands	Defense Decisions	Damage
Flying Splitter	G + L + S	M	18
Right Hook	(Half circle right) H	M	15
Left Hook	(Half circle left) H	M	15
Tidal Wave	(When above enemy) H + L	Cannot guard	20
Raijin Kick	(Step) H	M	18
Feint Knee	(Step) L H	M	25
Feint Rounder	(Step) L L	L	20
Feint Rounder Knee	(Step) L L H	L, M	20, 20
4-Point Slash	(Crouch) H H H	M, M, M	15, 15, 30
Low Sweep	(Crouch) L	L	15
Jumping Knee	(Rise) H	M	15
Wutai Body Kick	(Walking) H	M	12
Wutai Knee Crusher	(Walking) L	L	10
Crusher Sweep	(Walking) L L	L, L	10, 14
Greased Lightning	(Running) H H H	H, H, M	15, 18, 20
Tidal Slide	(Running) L	L	10
Landscaper	(Running) H + L H	M, M	26
Spin Roundhouse	(Running) G H	M	12

Throw Techniques

Name	Commands	Defense Decisions	Damage
Knee Drop	(In front of opponent) H + L + G	Throw	40
Power Drive	(In front of opponent) H + L + G (Hold H)	Throw	30
Falling Star	(In front of opponent) H + L + G (Hold L)	Throw	40
Landscaper 2	(After Falling Star) G	Throw	10
Bloodfest 2	(After Landscaper 2) G	Throw	10
Cracker	(Left of opponent) H + L + G	Throw	10
Rag Doll Special	(Right of opponent) H + L + G	Throw	40
Terminal Velocity	(Behind opponent) H + L + G	Throw	40
All Creation	(360 on D-pad) H + L + G	Throw	60

Special Attacks

Name	Commands	Defense Decisions	Damage
Magic Shuriken	S	Cannot guard	20
Conformer	(Hold S)	Cannot guard	30, 20, 20

Name	Commands	Defense Decisions	Damage
Hawk Eye	(Hold S) H	Cannot guard	16
Caltrops	(Hold S) L	Cannot guard	20
Wind Slash	(Press D-pad) S	Cannot guard	20
Smoke Bomb	(Jumping) S	Cannot guard	Stun
Shu-shu-shu	(When S gauge is empty) S	H	10, 8, 7

Hidden Techniques

Name	Commands	Defense Decisions	Damage
Just Provocation	(Taunt/After 1st Greased Lightning) J L	None	None
Just Provocation 2	(Taunt/After 2nd Greased Lightning) J L	None	None

Just Techniques

Name	Commands	Defense Decisions	Damage
1st Mastery: Power	(Rise) H H J H	M, High	15, 27
2nd Mastery: Speed	G + H J H (x Infinity)	M, M	18, 18
3rd Mastery: Magic	H + L H + L J H H	M, M, Katana, M	15, 22, 20
4th Mastery: Wutai-Ryu	H H J L H H J H H	H, H, L, Katana, Katana, Katana, Katana	10, 10, 10, 15, 15, 18
Final Mastery	H + L J H H H H H J L	M, M, M, M, M	10, 15, 20
Gauntlet	(Running) H + L H J H H	M, M, M, Katana	10, 15, 20
Bloodfest	(Running) H J H	Katana, Katana	10, 10
Doom of the Living	(Running) H H J H	H, H, H	15, 18, 9, 5, 5

Special Techniques

Wutai Jab



H

Combo Upper



H H H

Combo Lower



H H L

Da-chao Dance



H + L

Da-chao Fest



H + L H + L

Clear Tranquil



H + L + S

Right Hook



(Half circle right) H

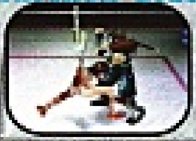


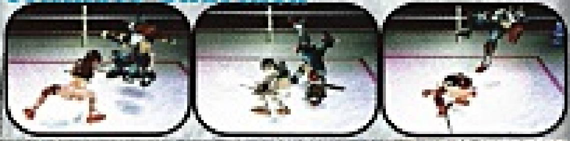
YUFFIE KISARAGI

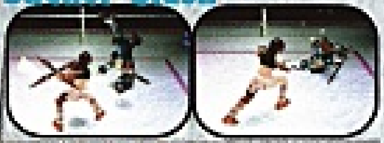


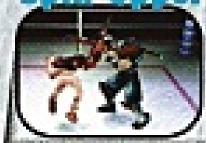
Low Kick Sweep

(L) (L) (L)

Shuriken Slash

(L)+(S)

Ultimate Shuriken

(L)+(S) (Continue to press (L)) (H)

Sucker Slash

(L)+(S) (L)

Spin Upper

(S)+(H)

Against All Odds

(G)+(L) (H) (H)

Rounder Kick

(G)+(L)

Da-chao Wind

(G)+(H)+(S)

Flying Splitter

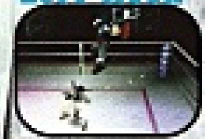
(G)+(L)+(S)

Spin Roundhouse

(Running) (G) (H)

Low Kick

(L)

Left Hook

(Half circle left) (H)

Tidal Wave

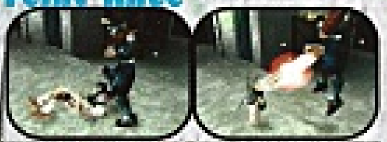
(When above enemy) (H)+(L)

Wutai Knee Crusher

(Walking) (L)

Feint Rounder

(Step) (L) (L)

Feint Knee

(Step) (L) (H)

Low Sweep

(Crouch) (L)

Raijin Kick

(Step) (H)

4-Point Slash

(Crouch) (H) (H) (H)

Crusher Sweep

(Walking) (L) (L)

Wutai Body Kick

(Walking) (H)

Feint Rounder Knee

(Step) (L) (L) (H)

Jumping Knee

(Rise) (H)

Greased Lightning

(Running) (H) (H) (H)

Tidal Slide

(Running) (L)

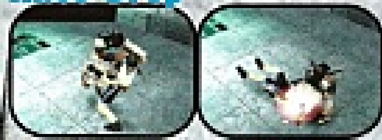
Landscaper

(Running) (H)+(L) (H)

GOD BLESS THE RING EHRGEIZ

Throw Techniques

Knee Drop



(In front of opponent) G + L + H

Falling Star



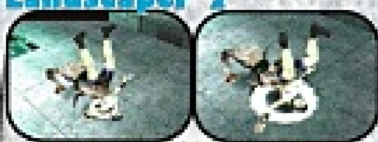
(In front of opponent) G + L + H (Hold L)

Power Drive



(In front of opponent) G + L + H (Hold H)

Landscaper 2



(After Falling Star) G

Bloodfest 2



(After Landscaper 2) G

Terminal Velocity



(Behind opponent) G + L + H

Rag Doll Special



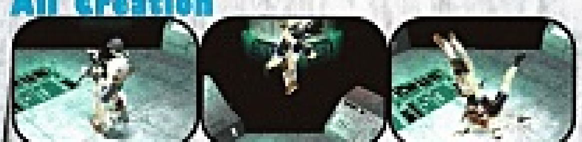
(Left of opponent) G + L + H

Cracker



(Right of opponent) G + L + H

All Creation



(360 on D-pad) G + L + H

Special Attacks

Magic Shuriken



S

Conformer



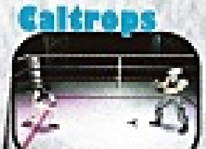
(Hold S)

Hawk Eye



(Hold S) H

Caltrops



(Hold S) L

Smoke Bomb



S (Jumping)

Wind Slash



(Press D-pad) S

Shu-shu-shu



(After S gauge is empty) S



YUFFIE KISARAGI



Hidden Techniques

Just Provocation



(Taunt/After 1st Greased Lightning) J L

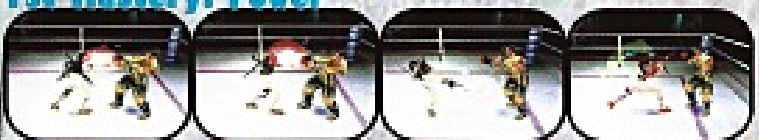
Just Provocation 2



(Taunt/After 2nd Greased Lightning) J L

Just Techniques

1st Mastery: Power



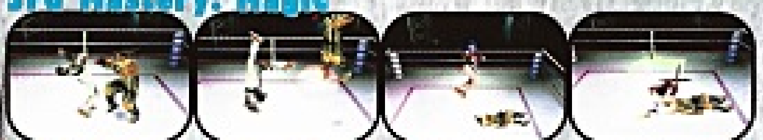
(Rise) H H J H

2nd Mastery: Speed



G + H J H (x Infinity)

3rd Mastery: Magic



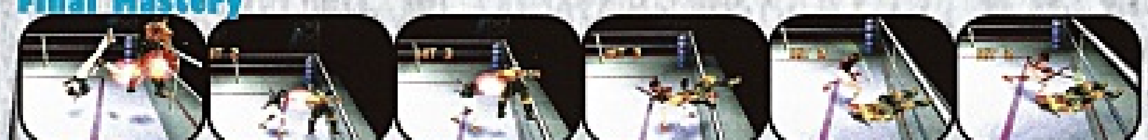
H + L H + L J H H

4th Mastery: Wutai-Ryu



H H J L H H J H H

Final Mastery



H + L J H H H H H J L

Gauntlet



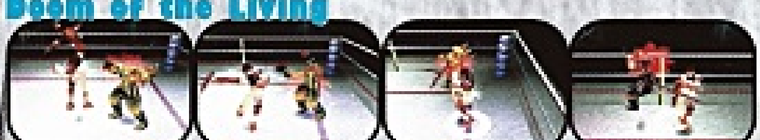
(Running) H + L H J H H

Bloodfest



(Running) H J H

Doom of the Living



(Running) H H J H

GOD BLESS THE RING EHRGEIZ

Vincent Valentine





Although he may exhibit a wholesome and honest demeanor on the outside, Vincent carries an aura of darkness and mystery about him on the inside.

At one time, Vincent worked as an agent for Shinra's intelligence sector, called the Turks.

Special Techniques

Name	Commands	Defense Decisions	Damage
Turk Jab	H	H	10
Beast Combo	H H H	H, H, H	10, 10, 25
Hellmasker Combo	H H L H	H, H, L, M	10, 10, 20, 20
Splatter Combo	H L H H H H H H H H H	H, M, M, H, H, H, H, H	10, 10, 10, 5, 5, 5, 5, 5, 15
Rising Claw	H + L	M	22
Chaos Saber	H + L + S	M (Cannot guard)	40
High Blow ST	H + S H H	M, M (Cannot guard)	15, 15, 15
Turk Throw	L	L	13
Spinning Frame	L + S	L	15
Arm Blow	L + S H	M	18
Claw Hook Left	L + S H L (Quickly)	M	15
River Shot	L + S H + L	M	15
Spinning Slide	L + S L	L	18
Medium Flat	G + H	M	20

Name	Commands	Defense Decisions	Damage
Full Flat	G + H H	H (Cannot guard)	22
River Throw	G + L	L	20
River Throw High	G + L H	L, M	20, 20
Crescent Moon	G + L + S	M	23
Illusion Spin Kick	G + H + S L L	H, L, L	20, 15, 15
Claw Upper Right	(Half circle right) H	M	17
Claw Upper Left	(Half circle left) H	M	17
Giga Dive	(When above enemy) H + L	Cannot guard	30
Chopping Arm	(Step) H	M	15
Chopping Claw	(Step) H H	M, M	15, 22
Chopping Crush	(Step) H L	M, L	15, 15
Wind Claw	(Step) L H	H	20
Sniper CR	(Step) L H H	H (Cannot guard)	20, 15
Lightning Claw	(Step) L H + L	M	30
Spin Lightning	(Step) L L H	L, M	18, 20
Spinning Fin	(Step) L L L	L, L	18, 15
Spinning Justice	(Step) L L H + L	L, M	18, 30
Beast Claw	(Crouch) H	H	15
Chaos Claw	(Crouch) (Hold H)	H (Cannot guard)	27
Slash Two	(Rise) H	H	15
Fall Kick	(Rise) H + S	M	35
Double Full Flat	(Walking) H H	H, M	15, 15
Hell-icopter Axe Kick	(Running) H H H	H, H, M	15, 10, 15
Sliding	(Running) L	L	10
Blitz Thrust	(Running) G + H	M	30
Shoulder Charge	(Running) H + L	M	23
Turn Retreat	(Running) G H	M	20

Throw Techniques

Name	Commands	Defense Decisions	Damage
Hide Throw	(In front of opponent) G + L + H	Throw	40
Choke Bomber	(Left of opponent) G + L + H	Throw	40
Hard Pressure	(Right of opponent) G + L + H	Throw	40
Reverse Throw	(Behind opponent) G + L + H	Throw	30
Giga Dunk	(360 on D-pad) G + L + H	Throw	60



VINCENT VALENTINE

Special Attacks

Name	Commands	Defense Decisions	Damage
Death Penalty	S	Cannot guard	20~75
Double Revolver	S S	Cannot guard	20~75, 20
Trick Shot	(Jumping) S	Cannot guard	20
Tatonka Slug	(Hold S)	Cannot guard	30, 20, 20
Gun Break	(When S gauge is empty) S	M	20

Hidden Techniques

Name	Commands	Defense Decisions	Damage
Just Provocation	G + H H J L	Cannot Block, Taunt	22

Just Techniques

Name	Commands	Defense Decisions	Damage
Satan Impact	H H J H H H H H H H H H H	H, H, M, M, H, H, H, H, H, H, H, H, H	10, 10, 13, 13, 8, 10, 10, 10, 5, 5, 5, 5, 15
Lucrecia Riglet	H L H H J L J H J H	H, M, H, H, L, M, M	10, 10, 10, 15, 13, 18
Spinning Frame Elbow	L + S J H J H	L, M, M	15, 13, 18
Claw Hook Right	L + S L J H	M	15
Chopping Combo	(Step) H L J H J H	M, L, M, M	15, 15, 13, 18

Special Techniques

Turk Jab



Beast Combo



Hellmasker Combo



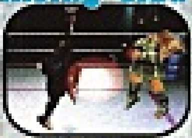
Splatter Combo







VINCENT VALENTINE

Rising Claw

H + L

Chaos Saber

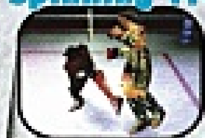
H + L + S

High Blow ST

H + S H H

Turk Throw

L

Spinning Frame

L + S

Arm Blow

L + S H

Claw Hook Left

L + S H L

River Shot

L + S H + L

Spinning Slide

L + S L

Medium Flat

G + H

Full Flat

G + H H

River Throw

G + L

River Throw High

G + L H

Claw Upper Left

(Half circle left) H

Illusion Spin Kick

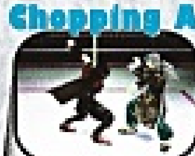
G + H + S L L

Claw Upper Right

(Half circle right) H

Giga Dive

(When above enemy) H + L

Chopping Arm

(Step) H

Chopping Claw

(Step) H H

Chopping Crush

(Step) H L

Wind Claw

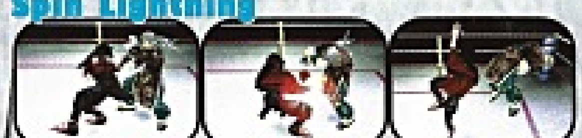
(Step) L H

Sniper CR

(Step) L H H

Lightning Claw

(Step) L H + L

Spin Lightning

(Step) L L H

Crescent Moon

G + L + S



Spinning Fin

(Step) L L L

Spinning Justice

(Step) L L H + L

Beast Claw

(Crouch) H

Chaos Claw

(Crouch) (Hold H)

Slash Two

(Rise) H

Fall Kick

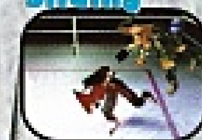
(Rise) H + S

Double Full Flat

(Walking) H H

Heli-icopter Axe Kick

(Running) H H H

Sliding

(Running) L

Blitz Thrust

(Running) G + H

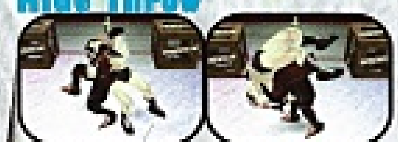
Shoulder Charge

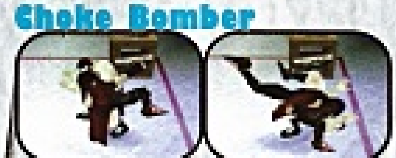
(Running) H + L

Turn Retreat

(Running) G H

Throw Techniques

Hide Throw

(In front of opponent) G + L + H

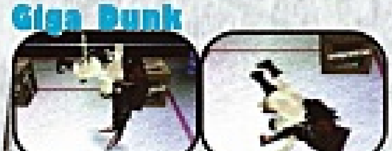
Choke Bomber

(Left of opponent) G + L + H

Hard Pressure

(Right of opponent) G + L

Reverse Throw

(Behind opponent) G + L

Giga Dunk

(360 on D-pad) G + L + H



VINCENT VALENTINE

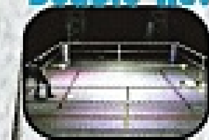
Special Attacks

Death Penalty



S

Double Revolver



S S

Trick Shot



(Jumping) S

Tatonka Slug



(Hold S)

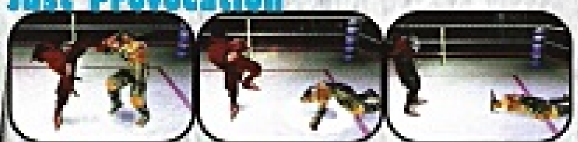
Gun Break



(When S gauge is empty) S

Hidden Techniques

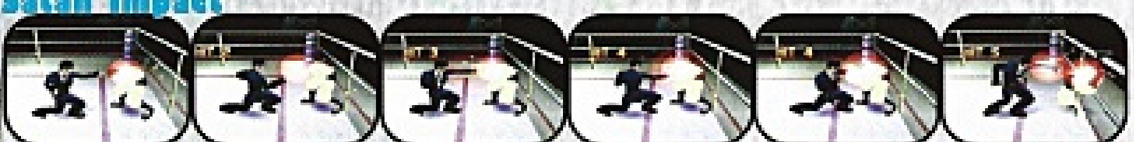
Just Provocation



G+H H J L

Just Techniques

Satan Impact



H H J H H H H H H H H H H H

Lucrecia Riglet



H L H H J L J H J H

Spinning Frame Elbow



L+S J H J H

Claw Hook Right



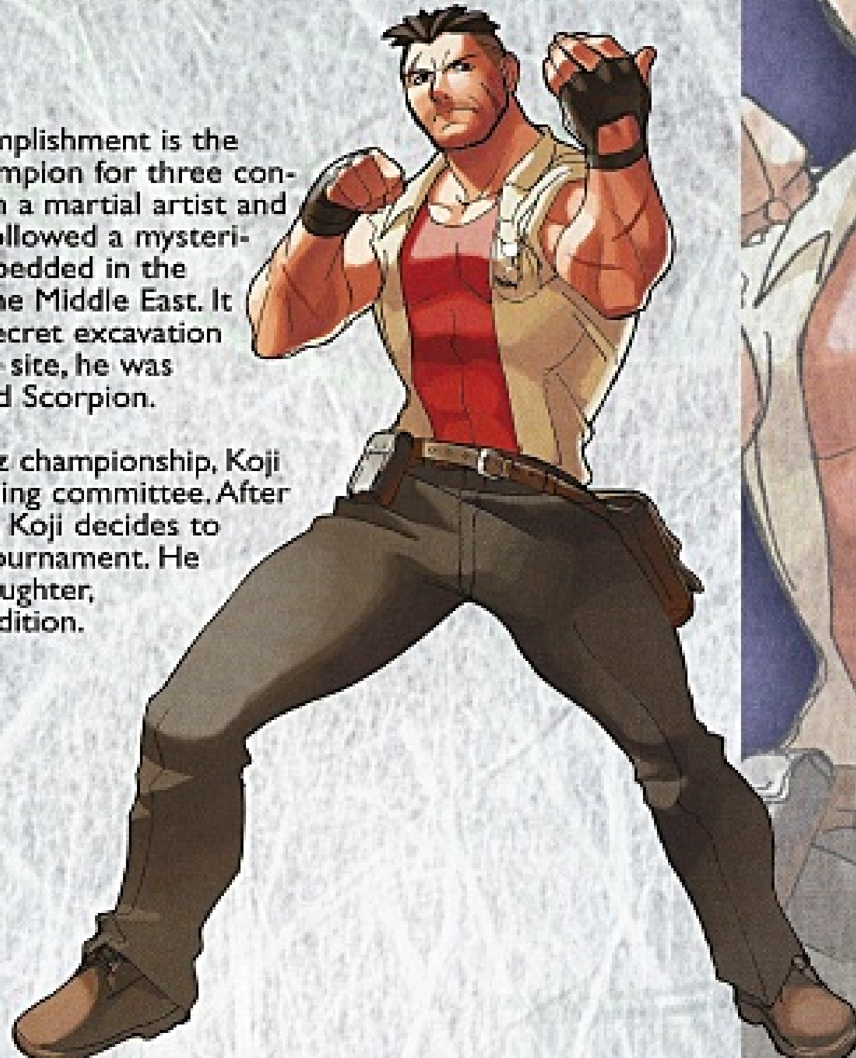
L+S L J H

Chopping Combo



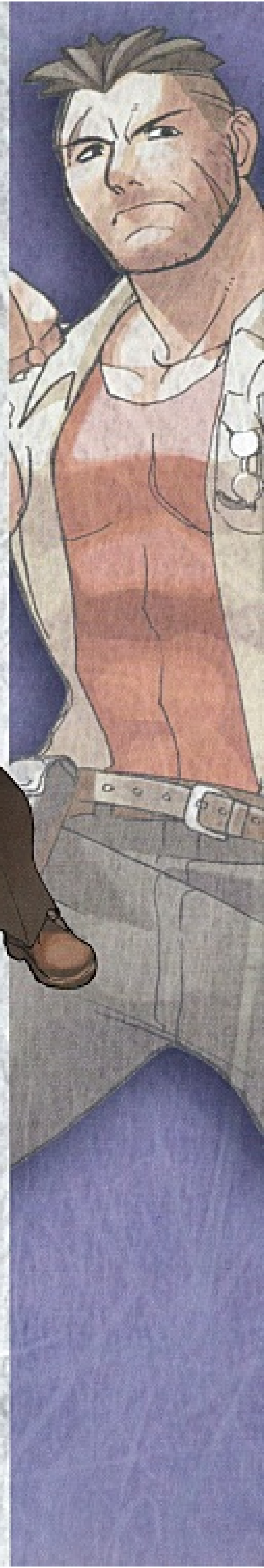
(Step) H L J H J H

Koji Masuda



The reigning champion's main accomplishment is the retention of the title of Ehrgeiz champion for three consecutive times. Because he was both a martial artist and an adventuring archaeologist, Koji followed a mysterious light, beaming from a stone embedded in the Ehrgeiz sword that guided him to the Middle East. It was there where he discovered a secret excavation site. However, when he reached the site, he was threatened and assaulted by the Red Scorpion.

Upon the arrival of the next Ehrgeiz championship, Koji must return Ehrgeiz to the supervising committee. After receiving a mysterious death threat, Koji decides to forgo competing in the upcoming tournament. He then sends a letter to his distant daughter, requesting that she carry on his tradition.



Special Techniques

Name	Commands	Defense Decisions	Damage
Hooking Jab	H	H	10
Hooking Straight	H H H	H, H, M	10, 8, 18
Combo Tackle A	H H L H	H, H, L, H	10, 8, 12, 10
Combo Tackle B	H L H	H, L, M	10, 12, 10
Stopping	L	L	12
Joe Black	L H	L, M	12, 10
Boxer Upper	H + L	M	21
Hooking Straight	G + H	H	10
Stopping High Low	G + H H	H, M	10, 18

Name	Commands	Defense Decisions	Damage
Combo Tackle C	G + H L H	H, L, M	10, 12, 10
London Bridge	G + L	L	20
Pinwheel Kick	(Crouch) H	M	18
Hop Kick	S + H + G	M	15
Kick Shower	S + L + G	M	23
Swing Blow Right	(Half circle right) H	M	17
Swing Blow Left	(Half circle left) H	M	17
Kamikaze	(When above enemy) H + L	Cannot Guard	20
Shin to Full Sweep	(Rise) L L	L, L	10, 14
Step Knuckle	(Running) H	M	18
Fly Takeoff	(Running) H + L	M	5
Leg Scissors	(Running) G + L	L	20

Shift Techniques *(When Knocked Down)*

Name	Commands	Defense Decisions	Damage
Rising Kick	H	M	10
Flying Arm Lock	G + H	Throw	5
Lumbar	G + L	L	5

Throw Techniques

Name	Commands	Defense Decisions	Damage
Side Suplex	(In front of opponent) G + L + H	Throw	40
Flying Arm Lock	(In front of opponent) G + L + H (Hold H)	Throw	33
Change	(In front of opponent) G + L + H (Hold L)	Throw	—
Kamikaze Drop	(360 on D-pad) G + L + H	Throw	60
Mountain Storm	(Left of opponent) G + L + H	Throw	40
Elbow Spin Crash	(Right of opponent) G + L + H	Throw	40
Reverse Back Throw	(Behind opponent) G + L + H	Throw	—



KOJI MASUDA

Name	Commands	Defense Decisions	Damage
Neck Reverse	(Behind opponent) G + L + H (Hold H)	Throw	40
Falling	(Counter Move) S + H or S + L	Special Attack	40

Throw Techniques *(While Opponent Is Down)*

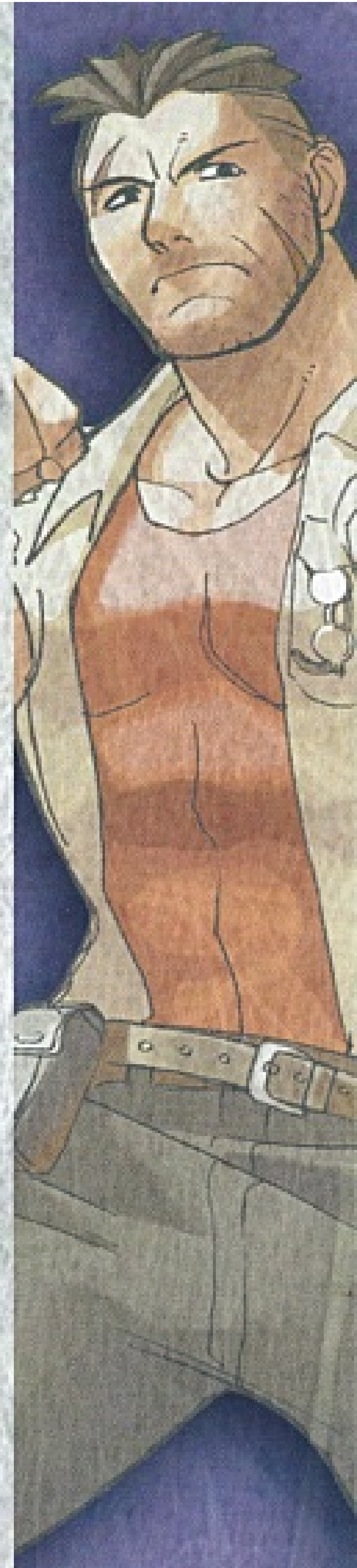
Name	Commands	Defense Decisions	Damage
Side Triangle Hold	(Opponent facing up/near head or from left) (360 on D-pad) G + L + H (shift to mount with G)	Arm joint 1	—
Arm Pit/Arm Bar	(Opponent facing up/near feet or from right) (360 on D-pad) G + L + H (shift to mount with G)	Arm joint 2	—
Snaking Catch	(Opponent facing up/near head or feet) S	Mount	—
Jumping Catch	(Opponent facing up/from right) S	Mount	—
Rolling Catch	(Opponent facing up/from left) S	Mount	—
Choke Sleeper Hold	(Opponent facing down) S, or (360 on D-pad) G + L + H (can add punches to beginning)	Strangle	—

Special Attacks

Name	Commands	Defense Decisions	Damage
Mount Rush	S	Throw	30
Mount Strike	S (Exactly on fourth punch G)	Throw	35
7th Dope	(Hold S)	Throw	55
Sledge Hammer	(Falling) S	Cannot guard	30

Throwing *(After A Front Tackle)*

Name	Commands	Defense Decisions	Damage
Cross Arm Lock	(While running) G + L + H (Hold H) or (After second punch) G	Throw	—



Throwing (After A Back Tackle)

Name	Commands	Defense Decisions	Damage
Choke Sleeper Hold	Automatic ((H) to add punches to beginning)	Strangle	—
Naked Strangle Hold	(After second punch) (G)	Throw	—

7th Dope Characteristic Names:

- Cross Arm Lock
- Triangle Hold
- Side Rolling Cross Knee Lock
- Ankle Lock
- Neck Rolling
- Neck Rolling Lock
- Pillow Whisper

Just Techniques

Name	Commands	Defense Decisions	Damage
Stepping Wolf	(H)+(L) (J) (H)	M, (Cannot guard) H	—

Special Techniques

Hooking Jab



(H)

Stepping



(L)

Hooking Straight



(H) (H) (H)

Combo Tackle A



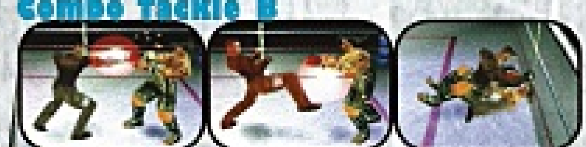
(H) (H) (L) (H)

Joe Black



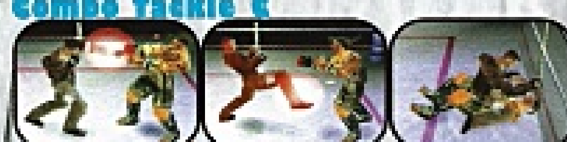
(L) (H)

Combo Tackle B



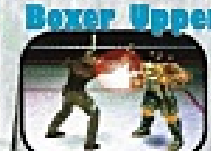
(H) (L) (H)

Combo Tackle C



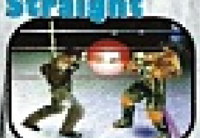
(G)+(H) (L) (H)

Boxer Upper



(H)+(L)

Hooking Straight



(G)+(H)

Stopping High Low



(G)+(H) (H)

London Bridge



(G)+(L)

Pinwheel Kick



(Crouch) (H)



KOJI MASUDA

Hop Kick



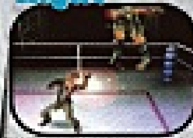
S + H + G

Kick Shower



S + L + G

Swing Blow Right



(Half circle right) H

Swing Blow Left



(Half circle left) H

Shin to Full Sweep



(Rise) L L

Step Knuckle



(Running) H

Fly Takeoff



(Running) H + L

Kamikaze



(When above enemy) H + L

Leg Scissors



(Running) G + L

Shift Techniques *(When Knocked Down)*

Rising Kick



H

Flying Arm Lock



G + H

Lumbar



G + L

Throw Techniques

Side Suplex



(In front of opponent) G + L + H

Flying Arm Lock



(In front of opponent) G + L + H (Hold H)

Change

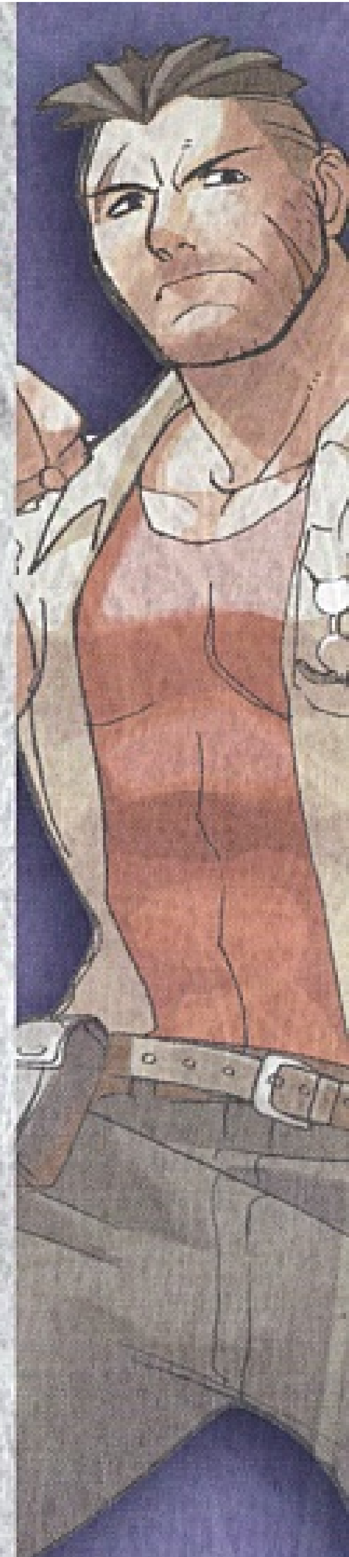


(In front of opponent) G + L + H (Hold L)

Kamikaze Drop



(360 on D-pad) G + L + H



Mountain Storm



(Left of opponent) G + L + H

Elbow Spin Crash

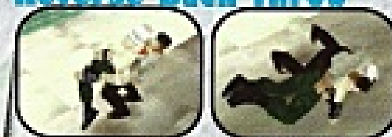


(Right of opponent) G + L + H





Reverse Back Throw



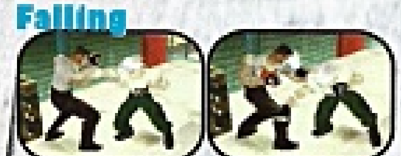
(Behind opponent) G + L + H

Neck Reverse



(Behind opponent) G + L + H (Hold H)

Falling



(Counter Move) S + H or S + L

Throw Techniques (While Opponent Is Down)

Side Triangle Hold



(Opponent facing up/near head or from left) (360 on D-pad) G + L + H)

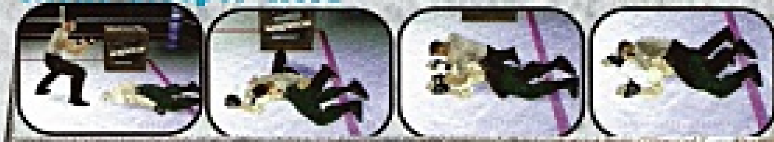
Arm Pit/Arm Bar



(Opponent facing up/near feet or from right) (360 on D-pad) G + L + H



Choke Sleeper Hold



(Opponent facing down) S or (360 on D-pad) G + L + H

Snaking Catch



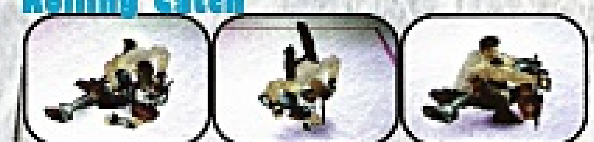
(Opponent facing up/near head or feet) S

Jumping Catch



(Opponent facing up/from right) S

Rolling Catch



(Opponent facing up/from left) S

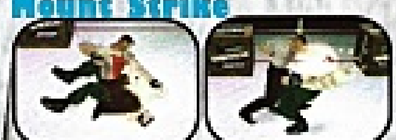
Special Attacks

Mount Rush



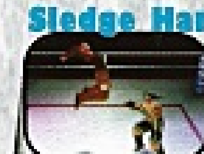
S

Mount Strike



S (Exactly on fourth punch) G

Sledge Hammer



(Falling) S

7th Dope

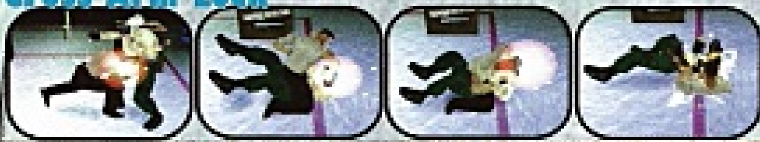


(Hold S)



Throwing *(After A Front Tackle)*

Cross Arm Lock



(While running) G + L + H (Hold H), or (After second punch) G

Throwing *(After A Back Tackle)*

Choke Sleeper Hold



Automatic (H to add punches to beginning)

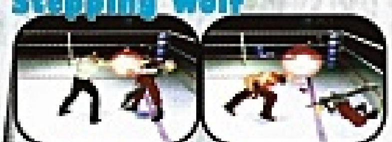
Naked Strangle Hold



(After second punch) G

Just Techniques

Stepping Wolf



H + L J H

KOJI MASUDA

Clair Andrews



Clair is a phenomenal young girl who conquered the sport of golf at the age of 12, became the best tennis player at the age of 15, and entered college at the age of 16. Skillful at everything she attempts, Clair masters most everything she ventures but tires of them quickly. Constantly seeking out new challenges to conquer, she is currently studying under a master of Jeet Kune Do in Chinatown.

The daughter of the distinguished Andrews family, Clair is a very free-spirited girl but also naive to the world around her. At the university, she studied under Koji Masuda, a man for whom she has much admiration. When Clair discovers that Koji plans to embark on a journey to solve the mystery surrounding the ancient ruins, she forcefully invites herself on the journey.



Special Techniques

Name	Commands	Defense Decisions	Damage
Lead Jab	H	H	10
Three of a Kind	H H H	H, M, M	10, 20, 18
Force Royal	H H (Hold H)	H, M, Cannot guard	10, 20, 30
Lead Jab Combo	H L H H H H	H, H, H, H, H	10, 10, 10, 10, 10
Hook Kick	L	L	10
Reverse High	L H H H	L, H, H, H	10, 10, 15, 15
Reverse Middle	L L H	L, L, M	10, 10, 15
Counter Step Kick	L L L	L, L, L	10, 10, 10
Holy Dragon	H + L	M	22
High Kick	G + H	H	11



CLAIR ANDREWS

Name	Commands	Defense Decisions	Damage
Triple Spin High	G + H H H	H, H, H	11, 11, 11
Foot Sweep	G + L	L	18
Double Sweep	G + L H	L, H	18, 20
Triple Windmill	S + H H H	M, M, H	18, 22, 30
Wipe Horizon	S + L	L	20
Wipeout	S + L H	L, H	20, 20
Bloody Windmill	S + H + L	Cannot guard or interrupt	38
Volcano	S + H + G	M	15
Leg Wheel	S + L + G	M	23
Leg Whip	(Step) H	H	20
Straight Rear Cross	(Step) L H	M	15
Rolling Middle	(Step) (release G) H + L	M	18
Clockwise Sweep	(Step) L L H	L, H	18, 20
Standing Middle	(Crouch) H	M	15
Diving Body Attack	(When above enemy) H + L	Cannot guard	20 (facing); 30 (backward)
Triple High	(Walking) H H H	H, H, H	45
Low Sweep	(Walking) L L	L, L	10, 14
Dragon Twister	(Running) H	H, H	15, 10
Dragon Bike	(Running) H + L	M	30
Sliding	(Running) L	L	10
Tail Turn	(Running) G L	M	20
Windmill	(Running) G + H	M	22
Brilliant Heel	(Half circle on D-pad) H	Cannot guard	20
Bloody Heel	(Half circle on D-pad) H H	Cannot guard	25

Throw Techniques

Name	Commands	Defense Decisions	Damage
Malfunction	(In front of opponent) G + H + L	Throw	30
Butt Smash	(Left of opponent) G + H + L	Throw	30, 15
Sandwich Blow	(Right of opponent) G + H + L	Throw	30
Football Kick	(Behind opponent) G + H + L	Throw	40
Hard Landing	(360 on D-pad) G + H + L	Throw	60

Special Attacks

Name	Commands	Defense Decisions	Damage
Heat Sword	S	Cannot guard	20
Maximum Charge	(Hold S)	Cannot guard	15
Heat Sword/Aerial	(Hold S) H	Cannot guard	20
Heat Sword/Grand	(Hold S) L	Cannot guard	20
Heat Strike	(Jumping) S	Cannot guard	20
Right Somersault	(When S gauge is empty) S	M	18

Just Techniques

Name	Commands	Defense Decisions	Damage
Leading Whip	H H J H	H, M, M	10, 20, 22
Surface Ripper	H H J L H	H, M, L, H	10, 20, 20, 20
Triple Sweep	G+H H J L H	H, H, L, H	11, 12, 18, 20
Scissor Sweep	G+L J L H	L, L, L, H	18, 18, 20
True Dragon	S+H H J H	M, M, M, H	18, 22, 22
Reverse Sweep	(Step) H J L H	H, L, H	20, 18, 20
Switch Kick	(Walking) H J L	H, L	15, 10
Double Bike	(Crouch) H J H	M, M	15, 30
Six Ballot	L L L J H H H	L, L, L, H, H, H	30, 45

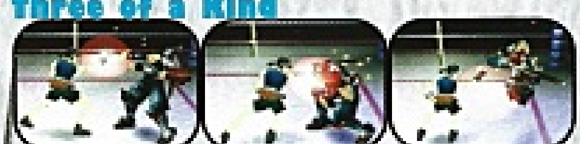
Special Techniques

Lead Jab



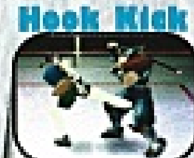
H

Three of a Kind



H H H

Hook Kick



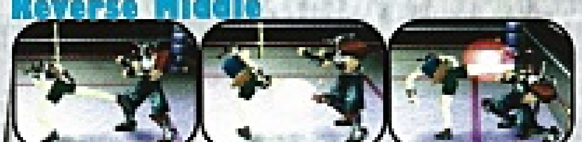
L

Force Royal



H H (Hold H)

Reverse Middle



L L H





CLAIR ANDREWS

Lead Jab Combo



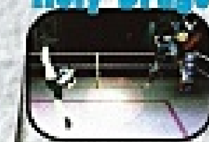
H L H H H H

Reverse High



L H H H

Holy Dragon



H + L

High Kick



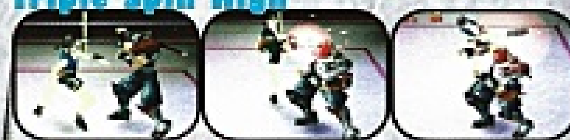
G + H

Counter Step Kick



L L L

Triple Spin High



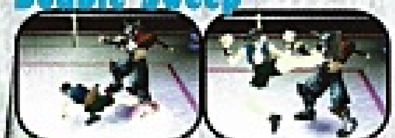
G + H H H

Foot Sweep



G + L

Double Sweep



G + L H

Triple Windmill



S + H H H

Wipe Horizon



S + L

Wipeout



S + L H

Bloody Windmill



S + H + L

Volcano



S + H + G

Leg Wheel



S + L + G

Leg Whip



(Step) H

Straight Rear Cross



(Step) L H

Rolling Middle



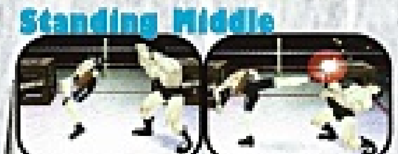
(Step) (release G) H + L

Clockwise Sweep



(Step) L L H

Standing Middle



(Crouch) H

Diving Body Attack



(When above enemy) H + L

Triple High



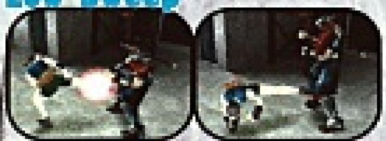
(Walking) H H H

Dragon Bike



(Running) H + L

Low Sweep



(Walking) L L

Dragon Twister



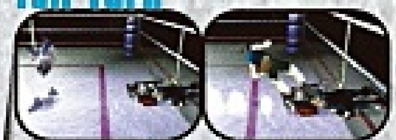
(Running) H

Windmill



(Running) G + H

Tail Turn



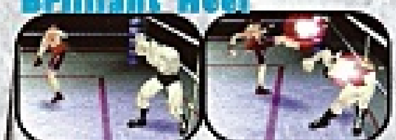
(Running) G L

Sliding



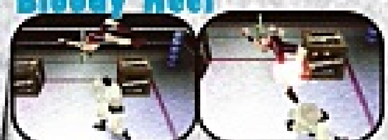
(Running) L

Brilliant Heel



(Half circle on D-pad) H

Bloody Heel



(Half circle on D-pad) H H

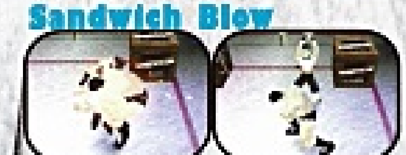
Throw Techniques

Football Kick



(Behind opponent) G + H + L

Sandwich Blow



(Right of opponent) G + H + L

Hard Landing



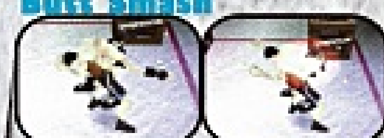
(360 on D-pad) G + H + L

Malfunction



(In front of opponent) G + H + L

Butt Smash



(Left of opponent) G + H + L



CLAIR ANDREWS



Special Attacks

Maximum Charge



(Hold S)

Heat Sword/Aerial



(Hold S) H

Heat Sword/Grand



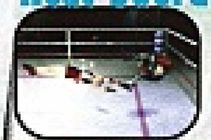
(Hold S) L

Right Somersault



(When S gauge is empty) S

Heat Sword



S

Heat Strike



(Jumping) S

Just Techniques

Leading Whip



H H J H

Scissor Sweep



G + L J L H

Surface Ripper



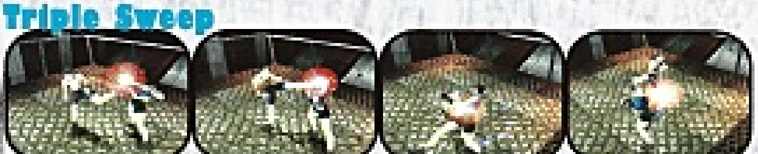
H H J L H

Switch Kick



(Walking) H J L

Triple Sweep



G + H H J L H

Double Bike



(Crouch) H J H

True Dragon



S + H H J H

Reverse Sweep



(Step) H J L H

Six Ballet



L L L J H H H

Django



A mystical creature seeking a mysterious force, Django awaits visitors in the back of the ruins. A veil of mystery shrouds this secretive character.

Fighting Django

Django is the final challenge in Ehrgeiz. You must fight it a bit differently than everyone else you'll face. Due to its low stature, Django is nearly invulnerable to high attacks. They pass right over it and leave you wide open to its counterattacks.

The best way to defeat Django is to throw it around, or trap it and use multiple low kicks to cause some serious damage. You can throw Django with a normal grab, but there are only two types of throws that can occur. If you grab it from the front, you'll pile-drive the beast into the floor. If you grab it from behind, you'll grab onto its tail and swing it several times before throwing it. You can achieve either throw by pressing H + L + G or by attempting to tackle Django.

If you want to avoid close range combat, try jumping down on it from above, or attacking it from a lower level with a rising attack. The best trick I've found, though, is to pin it in a corner and use a fast, low attack to juggle it as long as possible.

Final Battles

After defeating Django, you'll face it a second time, but only after it undergoes a major transformation. The length of the battle is the time it takes for the credits to roll on-screen. If you haven't defeated Django before the name Seiichi Ishii appears (the game's director and designer), it's game over!

It doesn't matter how much you pound on Django's second form, the big beast won't fall. To make matters more difficult, you also have a hidden health bar that Django can quickly deplete, so don't let your guard down. You also have a Special Attack Gauge that's not visible either, but you shouldn't need it.

As the fight begins, you'll notice two crates on pillars above the ring. Knock both crates down to the floor any way possible. The easiest way is to lightly jump onto the column beside the box and push the box off.

With both boxes down, throw them at Django (press H + L + G) just like you would throw any other box or person. When the boxes hit Django, they'll bust open to reveal two swords. Pick up the swords and throw them into Django's massive body.

> **NOTE**: *It doesn't matter if you break open the boxes or if Django does. Either way, you'll find two swords on the floor.*

After scoring two direct hits, Django will explode into a bunch of items. Quickly run (or walk) around the ring and collect them all to summon Ehrgeiz. Grab the sword and you've won.

> **NOTE**: *Defeating Django the second time has no effect on your character's ending—unless you're playing as Han. Make sure you collect his leg after Django explodes to get the "good" ending.*





Special Techniques

Name	Commands	Defense Decisions	Damage
Seto Punch	H	M	10
Seto Combo	H H H	M, M, M	10, 10, 10
Titan Head	L + H	M	20
Hades Bite	L + H + S (Can be done while opponent is knocked down)	L	15~18
Nanaki Kick	H + S	M	15
Nanaki Combo	H + S S	M, M	15, 20
Seto Low Punch	L	L	12
Tail Leviathan	(Back towards opponent) H	M	20
Chocobo Kick	(Back towards opponent) L L	L, L	10, 10
Bahamut Kick	G + H	M	20
Ifrit Bite	G + H + S	M	10
Shiva Attack	G + L + S	M	12
Django Step	(Crouch) (Tap D-pad)	None	None
Straight Fang	(Crouch) H	M	20
Chupon Flash	(Crouch) L	L	15
Fang Brand	(Running) L + H	M	25
Phoenix Roll	(Rise) H + L or H or L	M	7~19

Throw Techniques

Name	Commands	Defense Decisions	Damage
Biting Bahamut ZERO	(360 on D-pad) G + L + H	Throw	45

Special Attacks

Name	Commands	Defense Decisions	Damage
Mega Flare	S	M (unblockable)	45
Giga Flare	(Hold S)	M (unblockable)	60
Phoenix Resurrection	(Jumping) S	M	60

Special Techniques

Seto Punch



Seto Combo



Titan Head





Hades Bite



L + H + S

Hanaki Kick



H + S

Hanaki Combo



H + S S

Straight Fang



(Crouch) H

Seto Low Punch



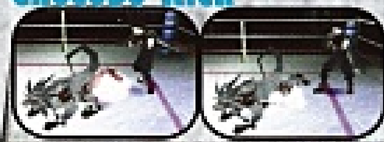
L

Tail Leviathan



(Back towards opponent) H

Chocobo Kick



(Back towards opponent) L L

Bahamut Kick



G + H

Ifrit Bite



G + H + S

Shiva Attack



G + L + S

Django Step



(Crouch) (Tap D-pad)

Chupon Flash



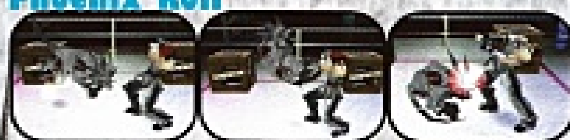
(Crouch) L

Fang Brand



(Running) L + H

Phoenix Roll



(Rise) H + L or H or L

Throw Techniques

Biting Bahamut ZERO



(360 on D-pad) G + L + H

Special Attacks

Mega Flare



S

Giga Flare



(Hold S)

Phoenix Resurrection



(Jumping) S

Mini-Games

There are four Mini-Games in Ehrgeiz that you can toy with just for kicks. By playing them you can unlock some of the game's many secrets. Each Mini-Game is available from the Top Menu, so there are no special tricks required to unlock them. The number of selectable characters for each game grows as you unlock characters in the Arcade Mode, so you'll be able to use your favorite character no matter who it is.

The following section is full of tips and information on all four Mini-Games. Read through the following information to give yourself an edge against the competition.

Infinity Battle

Infinity Battle is an endurance match that enables you to see just how far you can take your favorite character before suffering defeat. The fights are basically the same as those you experience in the Arcade Mode, with just a few exceptions.

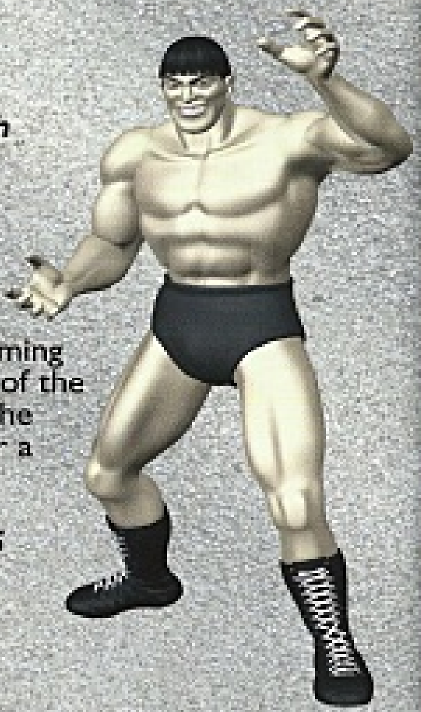


One difference is your character's health bar. From the start, you'll notice that there are two health vessels underneath the health bar. A health vessel stockpiles health for use in later battles. Each vessel can hold a full bar of health, but they're both empty at the start of the game.



At the end of each fight, you're awarded bonus health based on the amount of time left in the round. If the awarded amount of bonus health exceeds what your health bar can hold, one bar of health is stored in a health vessel and the overflow remains in the health bar for immediate use in the next battle.

NOTE: ***You begin the game with only two health vessels, but you can earn additional vessels by scoring a flawless victory or "Perfect" in a fight.***



Scoring is determined by your character's remaining health, special attack power used, and time remaining. The more you have left of each of these items, the better. You also receive a large bonus for getting a "Perfect" score. If you're aiming for a high score—like the 2000 points needed to unlock one of the hidden costumes—you'll need to score several "Perfects" in the initial rounds. The point breakdown is typically around 500 for a Perfect win and 200 for a less-than-perfect win.

NOTE: ***If you fail to defeat your opponent in 45 seconds, you will receive nothing—no bonus health and no points!***

Battle Runner

Battle Runner is in essence a race around a ring. It's somewhat reminiscent of a roller derby, but without the skates. Your goal is to complete laps while knocking your opponent around and keeping him/her from doing the same. Sounds pretty simple, doesn't it?



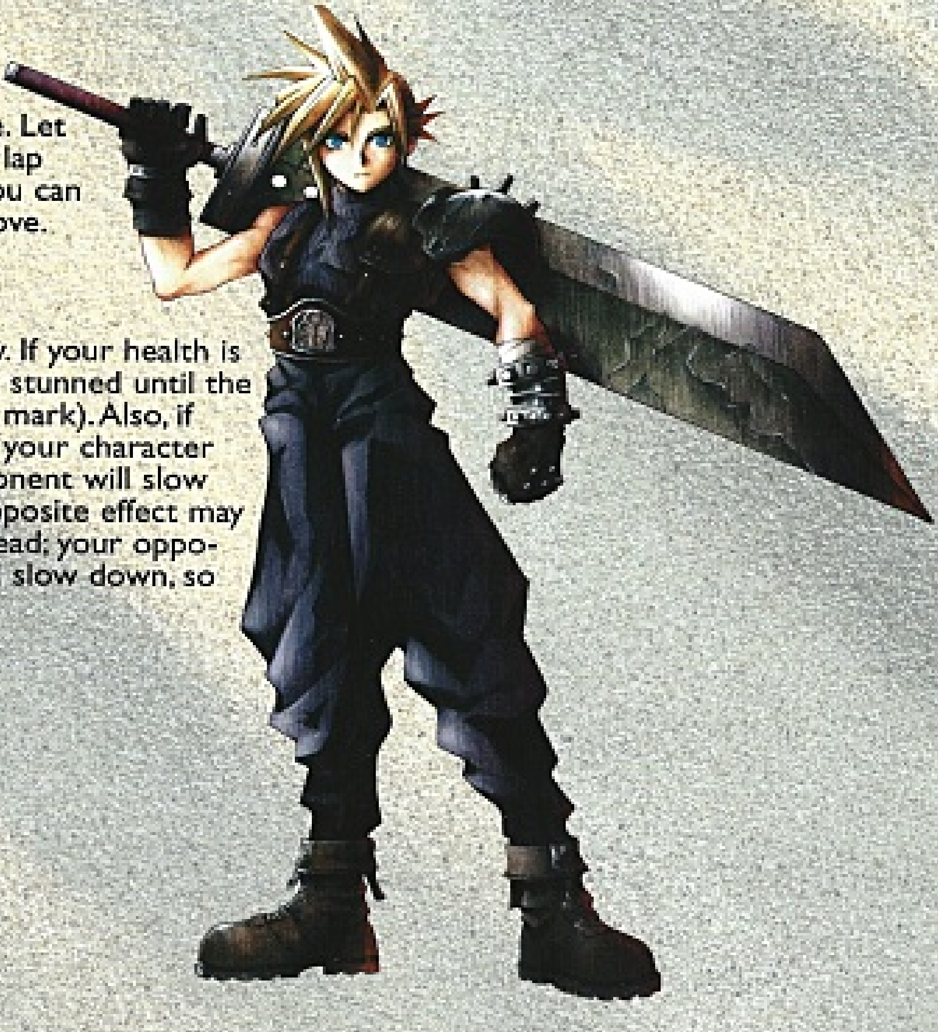
There are several tricks in this game, most of which rely upon using the three Power-ups that appear during the race: SP UP, RVS, and HP EXC. **SP UP** refills your character's Special Attack gauge a little bit, which is beneficial for obvious reasons. A particularly nasty Power-up is the **RVS**. This Power-up reverses the direction you need to run to complete laps and alters the number of laps remaining in the race. For example, say that you're on the seventh lap of a 10 lap race and your opponent is on the third lap. If your opponent grabs a RVS Power-up, suddenly you'll be running the opposite direction and you'll be on the third lap while your opponent is on the seventh lap. The **HP EXC** enables you to exchange HP with your opponent, meaning it basically flips the "tug-o'-war" health bar at the top of the screen.



To use a Power-up, it must have a positive effect for you. In other words, if you're in the lead and you grab the RVS Power-up, it does nothing except remove the Power-up from the track. You can use this strategy to your advantage during races in which you have a big lead, plus it's extremely important in long races. Always try to grab Power-ups that will be beneficial to your opponent, because it will cancel the effect and remove the Power-up from the ring.

You can use these Power-ups in a devious manner to gain an advantage in a race. Let your opponent get out to a two or three lap lead, and then look for a RVS Power-up. You can turn the tide of the race in one simple move.

A couple of other things you should know. If your health is completely depleted, you'll be temporarily stunned until the health bar returns to normal (the halfway mark). Also, if you're several laps behind your opponent, your character will temporarily speed up while your opponent will slow down, making it easier to catch up. The opposite effect may occur when your character assumes the lead; your opponent will speed up and your character will slow down, so don't get too greedy!



Battle Beach

Have you ever wanted to compete in a lifeguard competition? In Battle Beach, you can pit the Ehrgeiz cast against one another in three events. The one with the most points at the end wins the game.

The control in these games is reminiscent of the track and field-type games of old. By rapidly tapping two Run buttons (and), you propel your character down the track. The faster you tap, the faster you go. There are also two generic Action buttons (and) used for all sorts of stuff. It's possible to cheat a little in these events by rapidly rubbing a pen or pencil across the Run buttons. However, you should be warned that such tactics can rip a controller to shreds if done too much!

Battle Dash



This is just a quick race to the finish. Try to get an early jump on your opponent at the start line, and frantically press the Run buttons until you reach the finish line. When you near the finish line, tap an Action button to lean into the finish and shave a second off your time or edge out your opponent if it's a close race.

Battle Flag



Your goal is to run as fast as possible to the line, and make a diving grab for the flag. Again, try to get the jump from the start line and rapidly press the Run buttons. When you reach the finish line, tap the Action button to dive. Don't dive too early, though, or you'll come up short. However, if you dive too late, you might miss the flag all together. Whoever gets the flag in this event gets a 1000 point bonus!

Battle Hurdle



You've seen this event before, but now you're jumping over logs. Once again, try to get the jump on your opponent from the start of the race. Rapidly press the Run buttons, but make sure you press the Action button to jump the logs. If you make contact with a log, you'll slow down considerably. Near the finish line, you can lean forward with a final tap of the Action button.

Battle Panel

In Battle Panel, the objective is to place as many like-colored panels on the field by converting the opponent's panels to your color. Change the color of your opponent's panels by placing a panel of your color on each end of your opponent's panels. The game is not turn-based, so you'll need to be quick when placing panels. Panels cannot be placed on top of the neutral, gray-colored panels that randomly appear, but these gray panels can be converted to either player's color. It is also important to note that at the start of each game, the color and location of the panels are randomly generated.



The best strategy is to focus on filling the outside area with your colored panels. These areas are the toughest for your opponent to change. The corners are also typically where the largest "combos" come from. Hypothetically, you could alter 19 panels with a well-placed panel in a corner.



Also, remember to tackle your opponent to keep them from placing panels in spots that would benefit or harm you. Keep your eyes open for likely spots your opponent will want to take over, and keep him/her away until the spot is marked with a gray panel or he/she moves on.



Brand New QUEST: The Forsaken Dungeon

Ehrgeiz's Quest Mode is an amazing adventure through a monster filled dungeon that rivals any game in the genre. To help you through the dungeon, we've compiled some valuable information that should make your quest much easier.

On the Town

In Normal mode, you have access to a small town outside the dungeon. It's in this town where you can buy helpful items, sell off old ones, and—more importantly—repair damaged equipment.

The following is a list of the different places you can visit, and a description of what you can do there.

Hotel

The hotel acts as your home base. This is where you can switch between Koji and Clair. Switching characters will refill both character's HP and Hunger gauges to the Max level.

If one of your characters gets killed in the dungeon, you automatically take control of the remaining character in the hotel. If both characters get killed, then it's game over!

The Dimensional Bank is where you can store Gil that has accumulated in your inventory. The best thing about the Dimensional Bank is that it provides easy access to your money while shopping. Don't forget to deposit your money after any profitable trip to the dungeon.

Merchant's Shop

The friendly merchant sells useful items and will gladly purchase items from you that were found in the dungeon. His selection isn't always the best, but he does carry staples such as HP restoring potions and bombs.

The merchant's selection of weapons and armor changes each time you exit the merchant shop's selection screen. If he doesn't have an item you're looking for, exit the selection screen and talk to the merchant again to see if he has added it to his stock.

The level of the character purchasing equipment also determines the quality of the available items for purchase. As your character's experience increases, the merchant will bring in stronger items better suited to an adventurer of your caliber.

Grocery Shop

This shop is for those who consume more food than the dungeon provides. If you're getting hungry, it's a good idea to buy a variety of food products before returning to the dungeon.

Blacksmith

The Blacksmith is one of the most important people you'll meet during your quest. He can repair equipment to its original status and combine Gaurdians from two items onto a single item. Fortunately, his prices are fair, so those frequent trips to his shop won't leave you broke.

To get the Blacksmith to combine items, you must give him some sort of spirits (wine, sake, or beer) that you've found in the dungeon. (Unfortunately, you cannot buy wine from the restaurant and take it to the Blacksmith.)

When combining items, you'll select a primary and secondary item. The primary item is the one that the Guardian(s) are transferred to during the combining process; the secondary item will be destroyed.

> **NOTE:** ***Be very careful when combining items. You don't want to accidentally destroy a great item, or waste a bottle of wine.***

Restaurant

The restaurant's sommelier will ask you to find recipe books belonging to the restaurant's owner, Pierre. Pierre has disappeared into the dungeon, leaving behind six recipe books that contain extremely valuable information. Try to find them all as you explore each dungeon floor. Some are hidden, so you'll have to find them in secret rooms along the way.

After locating the second recipe book, you can take part in the wine trading mini-game. This is a good—albeit slow—way to make money. It is a little risky, so play wisely. The idea is to buy low and sell high, just like the real stock market.

For example, try to buy a bottle of wine when it's at a very low price and when you think the price is about to shoot back up. You must buy and sell quickly to make a profit, mainly because there's a 5 Gil wine storage fee charged to your account every few seconds after you buy a bottle. If you don't sell quickly, the storage fee will make it nearly impossible to make a profit.

If you run out of Gil for storing your wine, the wine will automatically be sold at the current market price. This can be very, very bad, so try to hold off purchasing wine until you have at least 100 Gil in the bank to cover potential storage costs.

Magic Shop

The owner of this shop sells Magic Stones in four quantities. Unless you're a heavy magic user, you probably won't need to shop here often. The dungeon tends to provide more than enough Magic Stones for the average adventurer.

> **NOTE:** ***The Magic Shop doesn't sell Materia. All Materia must be found in the dungeon.***

In the Dungeon

Each of the twenty-one floors in the dungeon is randomly generated at the beginning of the game. Although this makes it impossible to provide maps for each floor, there are certain constants that you should be familiar with.

Entering the Dungeon

There are three entrances to the dungeon. The lower the entrance, the tougher the enemies inside. You'll want to begin your adventure at the top entrance and use the other entrances once you've reached them from inside the dungeon.

The top entrance starts you off on the 1st floor. This is, of course, the easiest floor in the dungeon and the best starting point.

The middle entrance leads to the 7th floor. This area is fairly tough, so avoid it until you've gained some experience.

The bottom entrance (which leads to the 13th floor) is the well outside the merchant's shop. There is a huge Boss just inside this floor that blocks your progress. You won't stand a chance against the Boss until you've boosted your character's levels considerably.

Fairies

These helpful little creatures can be found in specific water rooms. They'll happily restore your character's health, but only for a limited amount. After doing all they can, they'll disappear, never to be seen again. It's best to use these creatures wisely.

Fairies can also repair damaged equipment that is currently equipped on your character. Repairs are almost instantaneous, so don't prolong your stay with a fairy or you may waste a perfectly good fairy. Although fairies can also heal your character in Hard mode, you should rely on them mainly to repair damaged equipment.

> **NOTE:** ***Fairies first restore your HP and then repair your equipment. Fairies will not restore your equipment until your HP bar is full.***

Pantries

On many floors, you'll find rooms full of food, typically some sort of vegetable. These rooms are great if you're consuming a lot of food, but they're even better if there's an altar nearby. If this is the case, you can take uneaten food to the altar and offer it to a Guardian.

Bosses

After battling through every few floors, you'll run into a Boss. These creatures guard important objects or attempt to impede your progress. These enemies are much stronger than other enemies on the floor are, so play it safe when fighting them and make sure you block a lot.

Altars

Altars can be found on all even-numbered floors. Altars allow you to offer equipment or food to a Guardian in hopes of increasing the Guardian's protection on protected items. This may sound simple, but it's not!

Which Guardian you'll find at an altar is determined randomly. There's absolutely no way to know which Guardian is at an altar until you've prayed there and offered an item. Food is the cheapest thing you can offer, but unwanted weapons and armor can also be used.

After praying at an altar, a new Guardian is randomly assigned to it. There's always a possibility that it may be the same Guardian (since they appear randomly), but this rarely occurs.

In Hard mode, this is the only way to add additional protection to equipment. However, spare items can be difficult to come by in Hard mode, so use them wisely!

Hidden Rooms

You can find a hidden room or two on most floors by carefully placing bombs in the right places. These rooms often contain rare items or a wealth of other goods. They also tend to be protected by powerful enemies.

The best place to look for hidden rooms is in the middle of straight, narrow halls. Sometimes you can spot likely places for secret rooms by referring to the auto-map, which may give away a potential location.

However, you must be careful when bombing an area. If the bomb isn't placed directly in the middle of the hall, you won't uncover the hidden passage leading to the secret room.

> **NOTE:** ***The marble walls on the 19th, 20th, and 21st floors are unaffected by a bomb's explosion.***

Hunger

Both characters consume a lot of food when traveling through the dungeon. The pink bar below your character's blue HP bar represents your character's hunger. The smaller the bar, the hungrier your character is. The only way to increase the hunger bar is to eat.

> **NOTE:** ***If your character's hunger bar reaches zero, your HP bar will turn green and you will slowly lose hit points due to starvation.***

Try keeping at least one piece of food in your satchel at all times. Some longer battles may leave your character starving, so it's best to have the food ready just in case.

> **NOTE:** ***You can increase your HP (blue bar) and stomach size (pink bar) by drinking potions when your HP bar is completely filled. Keep in mind, though, that this only increases your max HP by one point. The size of your stomach (pink bar) will also increase by eating food when the hunger bar is completely filled.***

While wandering through the town or when you access your character's status screen, your character's health and hunger will remain the same.

Traps

There is a hidden trap panel in almost every room. If you step on these trap panels, shutters will seal you in the room and the area will be invaded with monsters. You cannot escape the room until you've defeated the monsters inside.

Although this doesn't sound too difficult, it may become challenging as monsters are constantly warped into the room. This being the case, you must kill everything quickly. This can be extremely tough if your low-level character stumbles into the wrong area.

> **NOTE:** ***Once a trap is triggered, it cannot be reset. Therefore, upon returning to a room, you can't accidentally trap yourself a second time.***

Dragon Wings

Dragon Wings are the best way to escape the dungeon. They open a portal to the town that enables you to pass safely from the dungeon and then return to the same spot later. This is great to know, because on later levels it's a long walk back to the nearest exit.

You can usually obtain these helpful items by killing a "lizard-like" creature, such as a small dragon. You can only carry one Dragon Wing at any one time. You will never find a second Dragon Wing unless the one you are carrying is used. Always keep this item handy by placing it in your satchel, just in case you need to escape quickly.

> **NOTE:** ***The portal to the dungeon is always located next to the hotel. You may enter and exit the hotel and shops freely; however, the portal will vanish should you re-enter one of the dungeon entrances.***

Respawning Monsters

If you stay in one room long enough, monsters will suddenly appear. This is also true if you stay on the same floor for too long. Rooms you previously cleared will respawn with monsters, which can be a real pain if you're running low on potions and your weapons are damaged.

The only way to counter this effect is to keep going between rooms and floors. By doing so, the encounter rate for any area will remain fairly low. Of course, if you're looking for a fight, ignore this information so you can battle to your heart's content.

Magic

For those of you familiar with Final Fantasy® VII, the concept of Materia should sound very familiar. Materia is used to perform magic in the Quest Mode much as it was in FFVII. However, the actual usage is a bit different.

To use Materia, it must be equipped in the inventory screen and it can be equipped as either **Basic Magic** or **Ultra Magic**. Basic Magic is a quick, weak spell that costs a single Magic Stone to cast. Ultra Magic is much more powerful and costs three Magic Stones to cast. Each Materia causes a slightly different effect depending upon whether it is equipped as Basic or Ultra Magic.

The Materia available in Quest Mode is as follows:

Materia Name	Floor Found
Ice	Equipped at start
Fire	Equipped at start
Thunder	Floor 1
Freeze	Floor 3
Quake	Floor 6
Trine	Floor 9
Meteor	Floor 12
Flare	Floor 16
Ultima	Floor 17
Holy	Floor 18



As you collect Materia throughout the game, it will begin to fill up your inventory. Pick the pieces of Materia you like the best and equip them. Leave any remaining Materia in town in order to free precious space in your inventory.

NOTE: ***Some creatures are difficult to kill with weapons, but are easily destroyed with a blast of magic. It's best to have at least one attack-based Materia equipped at all times, just in case you run into some of these baddies!***

ICE MATERIA

Basic Spell: *Shoots a small ball of ice at a single opponent.*

Ultra Spell: *Shoots an ice storm that temporarily freezes enemies it comes in contact with, unless enemies are resistant to ice magic. Enemies can still attack while frozen, but cannot move around the room.*

FIRE MATERIA

Basic Spell: *Creates a small firewall on the ground near the caster. May not affect enemies resistant to fire magic.*

Ultra Spell: *Shoots a firestorm of semi-homing fireballs that hits a wide area. May not affect enemies resistant to fire magic.*

THUNDER MATERIA

Basic Spell: *Shoots a bolt of "chain" lightning in a straight line. May not affect enemies resistant to thunder magic.*

Ultra Spell: *Shoots a large bolt of "chain" lightning that bounces around the room, causing damage to any enemy it touches. May not affect enemies resistant to thunder magic.*

FREEZE MATERIA

Basic Spell:	*Temporarily freezes a single enemy, unless the enemy is resistant to ice magic. The frozen enemy cannot move or attack. The effect remains until it times out, or you attack the enemy.*
Ultra Spell:	*Temporarily freezes every enemy in the room, unless an enemy is resistant to ice magic. The frozen enemy cannot move or attack. The effect remains until it times out, or you attack the enemy.*

QUAKE MATERIA

Basic Spell:	*Creates a small tremor that ripples across the ground, damaging a single opponent. Flying enemies are invulnerable to this type of earth magic.*
Ultra Spell:	*Creates an enormous tremor that damages any non-flying enemies in the room.*

TRINE MATERIA

Basic Spell:	*Places a lightning rune on the floor. Anything stepping on the rune is struck with lighting. Has no effect on enemies resistant to thunder magic. It is possible to hit yourself with this spell.*
Ultra Spell:	*Hits every enemy in the room with a single bolt of lightning. Has a lesser effect on enemies that are resistant to thunder magic.*

METEOR MATERIA

Basic Spell:	*Shoots a small meteor at a single opponent.*
Ultra Spell:	*Creates a large meteor storm that drops meteors randomly around the room. It is possible to hit yourself with this spell.*

FLARE MATERIA

Basic Spell:	*A brief ring of fire forms on the ground around the caster. Any enemy that touches the flames is set on fire, unless the enemy is resistant to fire magic.*
Ultra Spell:	*Covers caster's body in a flame shield. Touching enemies sets them on fire, unless they are resistant to fire magic.*

ULTIMA MATERIA

Basic Spell:	*Creates a small gravity well (black hole) that absorbs a single enemy. Some enemies are resistant to this type of magic.*
Ultra Spell:	*Creates a large gravity well (black hole) that absorbs every enemy in the vicinity of the well. Some enemies are resistant to this type of magic.*

HOLY MATERIA

Basic Spell:	*Shoots a slow, golden spark that may confuse a single enemy. The spark splits apart on impact, enabling it to affect any enemies standing next to the original target.*
Ultra Spell:	*Showers the room with glowing sparks, confusing all enemies in the process. Any affected enemies will attack each other.*

Guardians

Guardians play an important role in Quest Mode. They can drastically alter a character's statistics by protecting the character's equipment. This protection provides helpful (and sometimes harmful) status changes that are best viewed in the Equipment Information screen. The effect of each Guardian is different depending upon the Guardian's power.

Multiple Guardians can protect any type of weapon or armor multiple times. This enables you to maximize the bonuses provided by whichever Guardians you choose to follow. However, in most cases a piece of equipment will only have a single level of protection from one Guardian when you find it. To receive additional protection from the same Guardian or other Guardians, you must have protected equipment combined at the blacksmith's shop in exchange for spirits (wine, sake, or beer), or pray to a Guardian at an altar in the dungeon.

In the end, the status changes provided by the 13 Guardians are what transforms an ordinary adventurer into a legendary hero. You must be very careful when combining equipment not to waste protections. Also, be especially careful while in the dungeon to avoid breaking your favorite protected weapon or equipment by neglecting to return to the Blacksmith to have it fixed. Guardian protections are rare, and heavily protected equipment isn't easily replaced.

Who Are They?

Each of the Guardians is a god from mythology. This next section will give you a brief look at just who the Guardians are and may help you better understand why they give the bonuses they do.

GAEA

This is a name that should be familiar to those who frequently play RPGs of any kind. The name Gaea is often used in place of the name Earth when speaking of our planet. In mythology, Gaea is known as Mother Earth, so it's easy to see why a writer might substitute Gaea for Earth because the name has a romantic quality that fits well with the genre.

ZEUS

As ruler of the gods, he was known for his awesome power and terrible temper. Also known as the Lord of the Sky, Zeus could crush his enemies by casting down lightning bolts from his throne in the heavens; however, he was also known to have a more human side. He was very prone to falling in love and sometimes easily deceived. Yet make no mistake: When push came to shove, no other god could compete against Zeus.

POSEIDON

The Lord of the Sea, Poseidon, was one of Zeus's brothers and nearly as powerful. He had complete control over the Earth's seas and could summon devastating storms capable of leveling entire cities. Poseidon is well known for having carried a spear with a 'W'-shaped head and three points (known as a trident) which he used to destroy anything he pleased. He was an especially important god to fisherman and all those who made their living at sea. Those who followed Poseidon wisely loved and feared him.

HADES

Hades was another of Zeus's brothers. He was known to the Greeks as the Lord of the Underworld and the King of the Dead. He was also sometimes referred to as the God of Wealth. Lacking pity for all mankind, Hades was not someone you wanted to meet up with. One important note is that Hades was said to have a magical helmet that made its wearer completely invisible.

ARES

Ares, the God of War, was the son of Zeus and Hera. He was both loved and hated, depending on a civilization's attitude regarding war. Those who believed that war was honorable saw Ares as courageous and powerful; however, those who thought that war was an atrocity viewed him as an amoral coward.

ATHENA

The daughter of Zeus was known as the Goddess of the City. She was pictured in full armor and was allowed to wield Zeus's lightening bolts and his aegis shield. Athena was known as the protector of civilization and for her power in battle. More importantly, though, she was a level-headed goddess and was generally well respected.

APOLLO

Apollo is the son of Zeus and Leto and is commonly known as the God of Light and Truth. He is portrayed as a beautiful god who couldn't tell a lie. Other notable characteristics include Apollo's skill with a bow and his being credited with the creation of medicine or healing arts.

ARTEMIS

Artemis is the twin sister of Apollo and daughter of Zeus and Leto. She is known as the Lady of the Wild Things because she holds all wild animals sacred. Her personality was known to be consistently inconsistent, but this is primarily due to her three separate personas.

HERMES

Hermes is commonly pictured wearing little more than a helmet with wings flanked on either side. This image symbolizes his amazing speed. Hermes was the son of Zeus and Maia, serving mainly as Zeus's personal messenger.

BACCHUS

Bacchus, the Roman God of Wine, was a peace lover. He is best known for some rather infamous celebrations that were held by his followers. These crazy celebrations lasted to the late hours of the night until they were eventually banned. His father was Zeus and his mother was a mortal.

DAIMON

Daimon (or daemon) isn't actually a god. In fact, Daimon isn't a single person, but rather a Greek term for demon. Demons could be good or evil, protecting those they followed or leading them astray. In Ehrgeiz, we must assume that Daimon is an evil demon.

CHARON

Charon is one of the most popular figures in mythology, but most people probably know him as the Boatman or Ferryman of the Underworld. Charon carries dead souls across the river Styx on the way to the afterlife. However, he will not allow passage to anyone that hasn't undergone a proper burial and always requires a fee for his services.

MAMMON

Mammon is the only guardian that isn't mentioned in Greek or Roman mythology. He was known as the God of Riches to the Syrians. Mammon is mentioned in the Bible as a false god embodying both wealth and greed.

What They Do

The following is a complete list of Guardians and the status changes they affect. Please remember that how much a Guardian alters a particular status depends upon the number of times the Guardian has protected a piece of equipment:

Guardian	Status Change
Gaea	Decreases MAX HP & raises all other statuses
Zeus	Raises MAX HP and Defense
Poseidon	Raises Dexterity and Attack
Hades	Raises Magic Attack and Speed
Ares	Raises Attack and Defense
Athena	Raises Attack and Magic Attack
Apollo	Raises Defense and Magic Defense
Artemis	Raises Magic Attack and Magic Defense
Hermes	Raises Dexterity and Speed
Bacchus	Raises Dexterity and MAX HP
Daimon	Doubles Attack and Defense & lowers all other statuses
Charon	Doubles Magic Attack and Magic Defense & lowers all other statuses
Mammon	Doubles Magic Defense and Consumption Rate & lowers all other statuses

How It All Works

Once a Guardian's protection is placed upon an item, the statistics the Guardian affects will be raised or lowered accordingly. At its base, the protection granted will be one point or percent. As additional protections are placed upon the item, the Guardian's effect will multiply. A Guardian can't protect an item more than six times.

Correlation between Guardian and Status Change

Number of Protections	Amount Added	Total Added
Protection x1	1	1
Protection x2	1	2
Protection x3	2	4
Protection x4	4	8
Protection x5	8	16
Protection x6	16	32

The following table is an example of a Diamond Sword protected by the Guardian Bacchus. The highlighted statistics show how Bacchus' effect is increased with each additional protection.

Diamond Sword

Status	Base	Bacchus x1	Bacchus x2	Bacchus x3
MAX HP	0%	1%	2%	4%
Attack	0	0	0	0
Defense	0	0	0	0
Magic Attack	0	0	0	0
Magic Defense	0	0	0	0
Dexterity	0	1	2	4
Speed	-3	-3	-3	-3
Consum. Rate	-3	-3	-3	-3
EXP Gain Rate	0	0	0	0

In general, the more protections there are on an item, the better. However, since Gaia, Daimon, Charon, and Mammon all cause negative effects to some stats, you may want to limit the number of protections you place upon your items.

Raising Levels

The food you eat directly affects your character's statistics. When you increase in level, the amount that each of your stats is raised depends upon what you've been eating. In each food's description, you'll see the composition of the food. These elements are what affect your stats.

Weapons and Armor

There are many different types of weapons and armor in Quest Mode. Both Koji and Clair can wear any type of armor, but large, two-handed weapons are too heavy for Clair and Koji is unable to handle staves and some swords.

The attacks you can use also differ depending upon what type of weapon you have equipped. There are two basic combos you can perform with most weapons: By running or standing still and pressing the ◻ button three times causes your character to perform either a thrust attack or a sweeping attack. Holding down the ◻ button after an attack causes your character to perform a special weapon attack. Some weapons are different, so be sure to experiment.

Larger weapons (swords, axes, spears, etc.) are better suited for Koji, who relies heavily on his physical strength. Clair, on the other hand, is better suited for light weapons (knives, staves, etc.). However, the weapon you choose should correspond with your own style.

Those who like to "hack 'n slash" through the floors will no doubt enjoy using weapons like axes and two-handed swords. On the other hand, staves are best suited for someone who enjoys using magic a lot. Remember, though, that the character you're using is stronger with some weapons, so you may have to adjust your playing style accordingly.

Final Battles

At the end of the game you'll face several Bosses. The battles are fairly straightforward, however, an odd event occurs in the Normal mode that may confuse some people. After defeating the second Boss, the character you're controlling will be killed as the Boss explodes. There's nothing you can do to prevent this event.

You must then take control of your second character and work back through the dungeon to the third Boss. No matter what you do, your dead character cannot be revived or returned to the hotel until the third Boss is defeated.

The most difficult aspect of this scenario is getting your secondary character through the dungeon without your best weapon and armor. You can take the slow and safe route by starting on the 1st floor and working your way to the bottom, or you can try something riskier.

If you have the money, load down your secondary character with X-Potions and purchase all the armor and weapons that you can afford. Enter the dungeon through the well, and make a mad dash for the 21st floor. You should only stop and fight when your character gets trapped in a room. This may leave your secondary character a bit under-powered, but any protected equipment on the 21st floor should remedy that problem. If you cannot wait that long to receive more powerful equipment, you might consider having your stronger character leave a care package for your weaker character. Have your stronger character purchase and leave powerful equipment in the village for the weaker character before they descend into the dungeon for the Final Battle.

NOTE: ***Keep reading to find out how to quickly boost your secondary character's levels once you reach your dead character's body.***

Two things affect the game's ending: which character defeats the third Boss and whether or not you choose to revive the dead character. If you want to see all four endings, make sure you save your game BEFORE you defeat the second Boss!

Level Building Cheat

At the beginning of the game, you can quickly build your levels by entering the well near the merchant's shop. In the hall before the octopus Boss, you can hang out near the door to make monsters appear. These guys are tough—real tough.

Defeat one of them and retreat to safety to increase one or two levels. However, before you go in fighting, be sure to take along a lot of potions. One hit from these creatures could potentially kill you. This is another reason why you should stay near the exit, just in case you need to make a speedy retreat.

If you get killed during this battle, don't worry because you're close enough to the entrance that your partner should be able to run in and grab your ark. By doing so, you can trade off between characters until both are experienced enough.

You can also receive a lot of great items this way. After killing just a few enemies, you should find a stronger weapon and some solid armor. Just be VERY careful, as this tactic is *extremely dangerous.*

For the less adventurous, you can lessen the risk of this tactic by entering the dungeon on the 7th floor. The enemies on the 7th floor are a little less threatening, however, you can still level up and receive more powerful equipment.

Level Building Cheat #2

In Normal mode, you are eventually forced to use your secondary character while challenging the final Bosses. This may become a problem if you haven't used your secondary character up to that point. However, there is a trick that you can use to quickly boost your secondary character's level.

After reaching your dead character on the 21st floor, have your secondary character attack the dead character's body several times and then leave the room exactly the way you entered it. Your secondary character should go up several levels! It's possible to continue attacking the dead character and leaving the room until your secondary character reaches a comfortable level.

Equipment Lists

This section of the book is an extensive list of the items available in Ehrgeiz's Quest Mode.

Equipment List

NOTE: ***The following lists do not represent every item you may find in the dungeon. However, these lists do contain a majority of the items found in Quest Mode. We will attempt to add to these lists on the BradyGAMES website (www.bradygames.com) as we find new items, or as our readers submit them.***

NOTE: ***Items that do not have a Buy price (indicated by NA) are rare items, and therefore cannot be bought in the merchant's shop.***

KNIVES & DAGGERS (* Clair only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
*Andrews Dagger	550/275	29	7								-1	+3
Antenie Dagger	120/60	13	7								-1	
Army Knife	200/100	14	7			+10						
Assassin Dagger	620/310	39	7				+3			+1	-1	
Berserk Knife	NA/225	45	7								-1	
Butter Knife	50/25	3	6								+5	
Dagger	10/5	1	7									
Glass Dagger	NA/110	70	1								-1	
Hunting Knife	20/10	5	7									
Kidney Knife	80/40	8	7									
Mugger's Knife	NA/185	19	7							+12	-1	-5
Rondel Dagger	100/50	9	7								-1	
Survival Knife	180/90	12	7	+10%								

SWORDS (* two-handed/Koji only) (** Clair only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
*Berserk Sword	NA/1150	98	10							-4	-3	
Blood Sword	NA/750	77	8			-10				-1	-1	
Broad Sword	230/115	16	8			+1				-1		
Bronze Sword	20/10	11	8							-1		
*Buster Sword	750/375	57	10							+2	-1	
Butterfly Edge	NA/125	18	8				-3	-3		+4	+1	
*Claymore	550/275	30	10							-2	-1	-10
Crystal Sword	460/230	93	8							-3	-3	
Cursed Sword	NA/425	68	8							-2	-2	
Diamond Sword	400/200	85	8							-3	-3	
Enhanced Sword	480/240	29	8			+4				-2	-1	
*Excalibur	1800/900	80	10	+5%						-3	-1	
**Facts of Life	600/300	42	8	-20%						-2	-1	+5
Falx	3600/1800	89	9					+2		-3	-3	
Force Eater	NA/1750	88	8	+10%						-3	-2	
Glass Sword	NA/20	76	1									
Golden Sword	300/150	62	8							-2	-2	
Gradius Sword	1000/500	71	8				+2			-2	-2	
Great Sword	400/200							+1		-1	-1	
Hard Breaker	350/175	25	8	+5%						-1	-1	
*Heaven's Cloud	2000/1000	90	8			+2		+1		-3	-2	
Hero Blade	NA/1250	93	8	-10%		+30				-1		
Iron Sword	100/50	21	8							-1		
*Kikuichimonji	NA/350	50	8							+10	-4	

SWORDS (cont.) (* two-handed/Koji only) (** Clair only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
*Kotetsu	550/275	40	8			+3				-1	-1	
Long Sword	160/80	31	8							-1	-1	
Man Eater	NA/600	76	8			-10	+10			-2	-2	
*Masamune	4000/2000	98	8				+7			-3	-2	
*Muramasa	900/450	67	8	+5%						-2	-1	
*Murasame	400/200	26	8							+3	-1	
Mythril Sword	200/100	41	8							-2	-1	
**Orihalcon	5500/2750	97	10				+4	+3		-3	-3	
Platinum Sword	360/180	73	8							-3	-2	
*Ragnarok	3000/1500	95	10				+5	+2		-3	-2	
Replica Sword	NA/15	7	2									
Rune Blade	650/325	45	8							-2	-1	+2
Saber	150/75	10	8				+1					
*Sasuke's Katana	NA/2500	105	8	+10%			+5	+3		-3	-2	
Short Sword	14/7	4	8									
Silver Sword	260/130	51	8							-2	-1	
Speed Blade	NA/340	48	8							+10	-10	
*Two-handed Sword	NA/7	16	10							-1	-1	
*Ultima Weapon	3800/1900	99	10			+3				-4	-2	
*Wanna-B Samurai												
Sword	NA/4	10	4									
*Yoshiyuki	1500/750	79	8							-2	+5	
*Zweihander	20/10	36	10							-1	-1	

RODS & STAVES (two-handed/Clair only) (* can be used by Koji)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Aurora Rod	1200/600	73	9				+3	+3		-2	-2	
Bronze Rod	20/10	8	9									
Crystal Rod	460/230	120	9							-2	-2	
Diamond Rod	400/200	104	9							-2	-2	
Fairy Tail	1800/900	85	9				+3	+3		-2	-2	+2
Full Metal Staff	420/210	22	13				+2	+8				
Glass Rod	NA/110	81	1				+10	+3			-1	
Golden Rod	300/150	58	9							-1	-1	
Guard Stick	150/75	4	9			+10	+2	+10				
Heal Rod	290/145	13	9	+10%			+2	+4		-1		
Iron Rod	100/50	18	9									
Mythril Rod	200/100	38	9							-1	-1	
Platinum Rod	360/180	70	9							-1	-2	
Princess Guard	3500/1750	93	9			+12	+5	+7		-3	-3	

RODS & STAVES (cont.) (two-handed/Clair only) (* can be used by Koji)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Prism Staff	900/450	64	9				+3	+3		-2	-2	
*Quarter Staff	70/35	2	10				+10			+10	+10	
*Sage's Staff	NA	49	9				+11	+3		-3	-1	+6
Silver Rod	260/130	47	9							-1	-1	
Small Rod	14/7	3	9				+1			+1		
Striking Staff	680/340	41	9				+2	+3		-1	-1	
Swallow Tail	600/300	33	9				+2	+2		+10	-1	
Wizard Staff	850/425	62	9				+10	+3		-1	-1	
Wizer Staff	160/80	28	9								-1	

GLOVES (two-handed)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Bronze Knuckle	20/10	10	4									
Crystal Knuckle	460/230	92	4							-2	-2	
Cursed Gloves	NA/950	96	4							-2	-2	
Diamond Knuckle	400/200	84	4							-2	-2	
Dragon Claw	900/450	67	4							+5	-3	
Glass Fist	NA/200	79	1								-1	
Gloves	NA/10	9	2									
Godhand	NA/700	77	4			+10				-3	-3	
Golden Knuckle	300/150	61	4							-1	-1	
Grand Glove	200/100	16	4				+2				-1	
Hardpuncher	NA	NA	NA				NA				NA	
Iron Fist	640/320	52	4				+8	-10		-1	-3	
Iron Knuckle	100/50	20	4									
Kaiser Knuckle	150/75	12	4			+3						
Leather Knuckle	14/7	6	4									
Master Fist	580/290	43	4				+3	+4		-1	-2	
Metal Knuckle	160/80	30	4								-1	
Motor Drive	580/290	36	4							+3	-1	
Mythril Knuckle	200/100	40	4							-1	-1	
Platinum Knuckle	360/180	72	4							-1	-2	
Powersoul	390/195	24	4	+5%						-1	-1	
Premium Heart	1800/900	87	4					+8		-3	-3	
Prince Doza	NA/500	75	4				-14			+20	-5	
Professor	NA/390	55	4	-5%						-2	-2	+5
Silver Knuckle	260/130	50	4							-1	-1	
Tiger Fang	850/425	65	4							-2	-2	+2

SPEARS (* two-handed/Koji only) (** two-handed/Clair only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
*Bronze Spear	20/10	12	10							-1	-1	
*Crystal Spear	460/230	123	10							-5	-3	
*Cursed Lance	NA/1850	84	10							-3	-3	
Diamond Spear	400/200	107	10							-5	-3	
Dragoon Lance	750/375	54	10							+5	-3	
*Glaive	200/100	15	10			+3				-1	-1	
*Glass Spear	NA/325	83	1							-1	-1	
Golden Spear	300/150	63	10							-4	-2	
*Halberd	480/240	23	10					+3		-1	-1	
**Holy Lance	930/465	67	5			-10	+10	+15		-5	-2	
*Iron Spear	100/50	22	10							-2	-1	
Javelin	500/250	35	10							-2	-2	
Lance	150/75	10	10							+2		
Long Spear	160/80	32	10							-2	-1	
*Mythril Spear	200/100	42	10							-3	-2	
*Partisan	950/425	70	10			+6				-4	-3	
Pitchfork	NA	NA	NA									
*Platinum Spear	360/180	74	10							-4	-3	
*Silver Spear	260/130	52	10							-3	-2	
Slash Lance	590/295	44	10	+5%						-2	-2	
Spear	14/7	7	10							-1		
*Spirit Lance	1500/750	81	10				+5			-4	-4	
*Trident	640/320	46	10							-3	-3	+3
*Venus Gospel	2400/1200	95	10					+10		-5	-4	

AXES (* two-handed/Koji only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Battle Axe	160/80	34	12							-2	-2	
Beast Axe	NA/1500	100	4							-5	-2	
Broad Axe	200/100	17	12				+1			-1	-1	
*Bronze Axe	20/10	15	12							-1	-1	
Chopping Axe	NA/285	47	12				-10	-8		-1	-2	
*Construction Tool	NA/465	70	20	+20%		-30				-4	-3	
*Crescent Axe	800/400	62	12				+2	+7		-3	-4	
*Crystal Axe	460/230	124	12							-4	-5	
*Diamond Axe	400/200	108	12							-3	-5	
Francisca	1200/600	79	12			+5				-4	-4	
*Giant Axe	950/475	69	12			+20				-10	-5	-5
*Glass Axe	NA/375	85	1							-1	-2	

AXES (cont.) (* two-handed/Koji only)

Name	Buy/Sell	Weapon Attack	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Golden Axe	300/150	65	12							-2	-4	
*Great Axe	350/175	28	12			+1				-1	-2	
Hand Axe	14/7	9	12							-1	-1	
*Horseman's Axe	NA/380	56	12							-3	-3	+2
*Hunger Axe	NA/600	92	15							-2	-10	
*Iron Axe	100/50	24	12							-1	-2	
Lost Axe	NA/5	3	4	+50%			+20			+1	+5	
Mast Axe	650/325	46	12					+3		-2	-3	
*Mythril Axe	200/100	44	12							-2	-3	
*Ogre Killer	2500/1250	97	12			+8				-4	-5	
*Pick Axe	700/350	59	8			+2				-5	-5	
*Platinum Axe	360/180	76	12							-3	-4	
*Power Axe	NA/225	37	12							-2	-2	
*Silver Axe	260/130	54	12							-2	-3	
*Sword Mattock	NA/2000	103	8			-30				+8	-6	

ARMOR

Name	Buy/Sell	Armor Defense	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Adamantite Armor	1400/700	32	15	+10%						-3	-3	
Blade Armor	2300/1150	33	16					+5		-3	-3	
Blessed Armor	2500/1250	43	18		+3		+4			-3	-4	
Brigandine	300/150	10	9					+2		-1	-1	
Bronze Armor	40/20	8	8					+2		-1	-1	
Chain Mail	1000/500	27	14				+1	+2		-2	-3	
Crystal Armor	460/230	42	16					+2		-3	-4	
Diamond Armor	400/200	37	15					+2		-3	-3	
Dragon Rider Armor	1900/950	32	16							+10	-3	
Full Belly Armor	NA/400	29	15					+4		-8	+15	
Full Plate	500/250	14	11		-5		+7	+2		-3	-2	
Glass Armor	NA/195	49	1							-1	-1	
Golden Armor	300/150	25	13				+2			-2	-3	
Hard Leather	100/50	4	8	+5%				+2		-1	-1	
Heavy Armor	NA/300	19	12					+15		-7	-2	
Hero Armor	NA/1000	44	19	-5%	+2			+10		-3	-5	
Hungry Armor	NA/400	29	15		+10		+7			-1	-15	
Iron Armor	100/50	12	9					+2		-1	-1	
Leather Armor	20/10	3	7					+2		-1	-1	
Mythril Armor	200/100	20	10					+2		-1	-2	
Platinum Armor	360/180	30	14					+2		-2	-3	
Ring Mail	790/395	24	13		+1			+2		-2	-2	

ARMOR (cont.)

Name	Buy/Sell	Armor Defense	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Sage's Armor	NA/325	18	14				+5	+4		-1	-1	+6
Sasuke's Armor	NA/2500	50	20		+3		+3	+3		-4	-6	
Scale Armor	140/70	16	10					+2		-1	-2	
Silver Armor	240/120	23	12					+2		-2	-2	
Tournament Armor	1700/850	35	17				+2			-3	-4	

HELMETS

Name	Buy/Sell	Armor Defense	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Armet	120/60	9	9					+1		-1		
Bronze Helm	30/15	4	7					+1				
Circlet	490/245	12	10				+5	+4		-2		
Cross Helm	400/200	19	11					+2		-7	-5	
Crystal Helm	440/220	23	15					+1		-2	-2	
Diamond Helm	380/190	20	14					+1		-2	-2	
Full Belly Helm	NA/200	10	10					+4		-5	+10	
Glass Helm	NA/45	27	1					+2		-2	-1	
Golden Helm	280/140	16	12					+1		-1	-1	
Helmet	20/10	3	7					+1				
Hero Helm	NA/650	23	14	-5%	+1			+5				
Hungry Helm	NA/200	10	11		+5		+3			-1	-9	
Iron Helm	80/40	7	8					+1				
Kettle Hat	600/300	14	12					+3		-1	-1	
Leather Helm	16/8	1	6					+1				
Magic Helm	280/140	5	8				+9	+20				
Mythril Helm	160/80	8	10					+1		-1		
Platinum Helm	340/170	18	14					+1		-1	-1	
Sage's Helm	NA/420	13	9				+5	+4		-1		+6
Sasuke's Helm	NA/2500	26	20		+3		+3	+3		-3	-3	
Silver Helm	240/120	13	11					+1		-1	-1	
Speed Helm	NA/100	6	14							+10	-5	
Viking Helm	NA/700	21	18		+10			+8		-1	-2	

SHIELDS

Name	Buy/Sell	Armor Defense	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Aegis Shield	920/460	19	14				+2	+3		-2	-1	
Bronze Shield	30/15	4	7					+1				
Buckler	50/25	2	7	+5%				+1				
Cross Shield	450/225	9	11					+1		+2		

SHIELDS (cont.)

Name	Buy/Sell	Armor Defense	Durability	MAX HP	Attack	Defense	Magic Attack	Magic Defense	Dexterity	Speed	Consum. Rate	EXP Gain Rate
Crystal Shield	440/220	21	15					+1		-2	-2	
Diamond Shield	380/190	19	14					+1		-2	-1	
Dragon Shield	1200/600	22	15					+5		+5	-2	
Full Belly Shield	NA/250	15	13					+4		-5	+15	
Glass Shield	NA/100	30	1					+1				
Golden Shield	280/140	14	12					+1		-1	-1	
Heater Shield	180/90	5	9		+1			+1				
Hero Shield	NA	21	15	-5%	+1			+5		-3	-1	
Hungry Shield	NA/250	15	13		+5		+3			-1	-5	
Imperial Shield	1800/900	24	16	+10%	+2			+10		-2	-2	
Iron Shield	80/40	6	8					+1				
Kite Shield	300/150	7	10					+1		+2		
Leather Shield	16/8	1	10					+1				
Magic Shield	550/275	10	15				+4	+30		-1		
Mythril Shield	160/80	10	10					+1		-1		
Platinum Shield	340/170	16	13					+1		-1	-1	
Round Shield	120/60	8	9					+1				
Sage's Shield	NA/160	9	11				+5	+4		-2		
Silver Shield	240/120	12	11					+1		-1	-1	
Small Shield	80/40	3	8					+1				+2
Square Shield	680/340	16	13					+2		-2	+7	
Tower Shield	550/275	12	12				+1	+1		-1	-1	
Toy Shield	NA/5	0	2							+10	+4	

ITEMS

Beer	Give to Blacksmith
Bomb	Use to uncover secret rooms
Clair's Ark	Protects Clair's battered body until help can arrive
Dragon Wing	Escape the dungeon through a dimensional portal
Gil	Use to purchase items in town
Hi-Potion	Restores 128 HP
Koji's Ark	Protects Koji's battered body until help can arrive
Magic Stones	Used to cast magic spells
Phoenix Down	Use to revive fallen partner
Potion	Restores 64 HP
Recipe Books	Pierre's belongings; return to restaurant
Red Wine	Give to Blacksmith
Sake	Give to Blacksmith
White Wine	Give to Blacksmith
X-Potion	Restores 1100 ~ 1500 HP

FOOD STUFFS

FOOD CONTAINING PROTEIN

Alligator Meat
Bear Meat
Chewy Meat
Left Bear Paw
Lizard Tail
Meat
Right Bear Paw
Tiger Meat

FOOD CONTAINING LIPIDS

Clams
Dodo Meat
Dog Food
Dragon Meat
Fish
Moa Meat
Octopus
Penguin Meat

FOOD CONTAINING VITAMINS

Banana
Dungeon Grass
Garlic
Onion
Pumpkin
Spinach
Strawberry
Tomato Juice
Watermelon

FOOD CONTAINING CARBOHYDRATES

Blue Mushroom
Matsutake Mushroom
Mushroom
Purple Mushroom
Red Mushroom
Shiitake Mushroom
Truffle
Yellow Mushroom

FOOD CONTAINING MINERALS

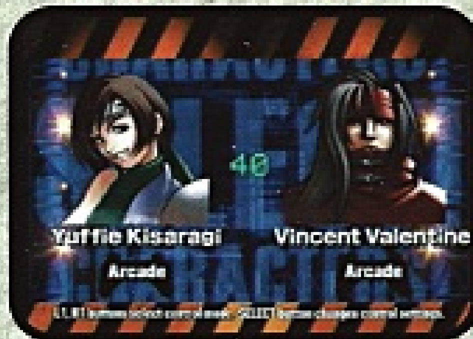
Blue Jelly
Bone
Coffee
Fish Eyeball
Green Jelly
Ice Cream
Pink Jelly
Salt
Slime Jelly

EHRGEIZ Game Secrets

This section of the book covers the game secrets hidden within Ehrgeiz. From hidden characters to alternate costumes, we've got it all covered here!

Hidden Characters

Perhaps the coolest additions to Ehrgeiz are all the hidden playable characters—six to be exact! There are three Final Fantasy® VII characters, both characters from Ehrgeiz's Quest Mode, and the first form of the final Boss, Django. To access one of the hidden characters, all you have to do is defeat the Arcade Mode with one or more of the normal characters.





To get the characters, the game can be set to any CPU Level, Time Limit, Hit Point Level, and Set Count. If you just want to unlock the hidden characters, set the game to short, one round fights to help speed things up. Also note that it isn't necessary to capture Ehrgeiz at the end of the game to access the characters.

Hidden Character	Unlocked By...
Koji Masuda	Defeating the game using any of the male Ehrgeiz characters (Godhand, Lee Shuwen, Dasher Inoba, Sasuke, Prince Doza, Han Daehan).
Clair Andrews	Defeating the game using any of the female Ehrgeiz characters (Yoko or Jo).
Yuffie Kisaragi	Defeating the game using Cloud Strife.
Vincent Valentine	Defeating the game using Tifa Lockhart.
Zack	Defeating the game using all of the Final Fantasy® VII characters (Cloud, Tifa, Sephiroth, Yuffie, and Vincent).
Django	Defeating the game using all of the Ehrgeiz characters (Godhand, Lee Shuwen, Dasher Inoba, Sasuke, Prince Doza, Han Daehan, Yoko, and Jo).



Alternate Picture for Vincent



Once Vincent is unlocked, it is possible to view an extra Vincent image. At the Character Select screen, highlight a character preceding Vincent. Now press Up on the directional buttons and, depending on Vincent's position in the Character Select screen, press the Up-Left or Up-Right directional buttons, then the Left or Right directional button to highlight Vincent as a Turk!

Think of pressing the directional buttons in a 90-degree rotation (an inverse of the classic "fireball" fighting move). However, regardless of which image of Vincent is shown, pressing the Up directional button is still required to select his second costume.

Evil Panel

To access the Evil Panel mini-game, defeat the CPU 10 consecutive times in the Battle Panel mini-game. Then in the Top Menu, select **Battle Panel** while holding **L1**, **L2**, **R1**, and **R2**.

FMV Collection

The following information is a list of every FMV in Ehrgeiz that can be accessed by completing the Arcade Mode with the appropriate character (unless otherwise noted). These movies can be viewed by selecting the **Movie Player** in the Ehrgeiz Options menu. You can cycle through the available movies by pressing the Left or Right directional buttons.



FMV Name	Description
Opening	Intro movie
Yoko Ending	Yoyo Yoko's ending movie
Godhand Ending	Godhand's ending movie
Lee Ending	Lee Shuwen's ending movie
Han Ending	Han Daehan's good ending movie (must collect Ehrgeiz and Han's leg after final battle)
Han Bad Ending	Han Daehan's bad ending movie (must fail to collect Ehrgeiz and Han's leg after final battle)
Doza Ending	Prince Doza's ending movie
Sasuke Ending	Sasuke's ending movie
Inoba Ending	Dasher Inoba's ending movie
Jo Ending	Jo's ending movie
FF7 Ending	Sephiroth's ending movie
Extra Opening	Second intro movie. Let the Demo and Ranking screens loop several times until the Mini Game Ranking screen appears. Following its appearance, the Extra Opening movie will be played.



Second Costume

To access a character's second costume, press **Up** on the directional buttons or the Analog Joystick while selecting a character at the Character Select screen. (Each character has a second costume.)

Third Costume *(Ehrgeiz Characters)*

Some characters even have a third costume, with the exception of Django, Koji, and Clair. **However, before you can access a character's third costume, eight conditions must be cleared.**





The order in which the conditions are cleared is not important. For example, whether the first or the fourth condition is cleared first, Yoko's third costume will always be the first one accessible.

The conditions that must be cleared to access a character's third costume follow.

1. Defeat the Boss (Django's second form) in the last battle and collect Ehrgeiz in Arcade Mode using any character (you can set the game settings to any CPU Level, Set Count, Time Limit, and Hit Point Level).
2. Complete the Arcade Mode using any character without continuing (you can set the game settings to any CPU Level, Set Count, Time Limit, and Hit Point Level).
3. All FMVs must be played and accessible in the Movie Player.
4. Achieve at least 35,000 total points in Battle Beach.
5. Achieve at least 2000 points in Infinity Battle using any character.
6. Perform at least one 10-hit combo in Practice Mode.
7. Defeat the CPU in Battle Runner on any stage and any number of laps.
8. Obtain a perfect victory against the CPU in Evil Panel (the CPU's panel count must be 0).



Once a condition is met, the third costumes will be accessible in the following order:

1. Yoko
2. Han Daehan
3. Prince Doza
4. Dasher Inoba
5. Sasuke
6. Jo
7. Lee Shuwen
8. Godhand

To select a character's third costume after it's been unlocked, press **Down** on the directional buttons or the Analog Joystick while selecting a character at the Character Select screen.

Third Costume *(FF VII Characters)*

Cloud and Tifa are the only FF VII characters with the ability to change into a third costume. To access their third costumes, all you need to do is defeat the Arcade Mode with the appropriate character. The game can be set to any CPU Level, Set Count, Time Limit, and Hit Point Level.

Hidden Costume for...	Unlocked by...
Cloud Strife	Defeating the game using Yuffie Kisaragi.
Tifa Lockhart	Defeating the game using Vincent Valentine.

Extra Battles



How fast can you defeat eight of the world's toughest warriors? If you can fight your way through the Arcade Mode and defeat Sasuke (the eighth character) in less than three minutes and twenty seconds, you'll get two bonus battles!

If you can beat this time, the second gate (the one that resembles the entrance to the Gold Saucer from Final Fantasy® VII) will open for you. Inside you'll face Cloud and Tifa before moving on to the final battles with Django.





Taunting



In Ehrgeiz's fighting modes (Arcade, Vs., and Practice), when you hold down one of the four directional buttons and press the Select button at the same time, your character will perform a Taunt. Each character has at least one Taunt, while some even have up to four!

Quick Level Up

In the Quest Mode (Normal Mode only), there is a way to quickly level up a secondary character when the primary character dies at the hands of the Dragon on the 21st floor. This will enable your secondary character to defeat the last Boss without having to go through the process of building up his/her experience and level. (This trick is especially useful if you spent the entire game using only one character.)

Once the first character dies, have your secondary character head straight for the 21st floor by using the Well (this is a shortcut to the 13th floor). Remember to buy the strongest armor and weapon(s), several potions and some food because you may find yourself fighting several battles along the way. When you reach the 21st floor, you'll find your primary character on the ground. Proceed to attack your primary character; you'll notice that the character is losing Hit Points. This tactic can be performed for several minutes.

Now return to the PREVIOUS room where the first Dragon was defeated. Your secondary character will constantly level up. Once the level up process is complete, you can choose to continue attacking your character to gain more levels. When your character is strong enough to face the last enemy (you should be at or around level 65), proceed to enter the room at the top.

Square Electronic Arts Game Tips

Game Tips are available for all Square Soft PlayStation titles: **1-900-407-KLUE (1-900-407-5583)** $.95/min. Automated Tips, $1.25/min. Live Assistance. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am-11:45 — 1pm-5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Be sure to check out Square's hit games!



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FINAL FANTASY VIII
FALL, 1999

GOD BLESS THE RING

EHRGEIZ™

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Hidden Characters



Fighting Strategy



Quest Mode

- Complete, ***bone-jarring moves*** lists for every character
- All the ***hidden characters revealed,*** including Koji, Clair, Django, plus Yuffie, Zack, and Vincent from Final Fantasy® VII
- An extensive Items List for ***Quest Mode***
- Coverage of all the ***Mini-Games***
- All the ***Game Secrets*** uncovered

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